

L 1999 Official UK PlayStatio

Playsteton

PLAYABLE DEMOS INCLUDING...

TEKKENS 3 AND 2, DEAD OR ALIVE, DYNASTY WARRIORS, BLOODY ROAR AND MORE



# Plans Special UK Special Up Special I Special









You are dripping with good fortune. Kismet has seen fit to smother you in a gore of prosperity. You are, we're struggling to say, lucky. If you thought that the Racing Special was cool or the Football Special was hot then get your head and fists around the nine best fighting demos ever seen. Along with this you have a cheat for every PlayStation fighting game and a review of every beat 'em up available today. There are competitons, quizzes and all the news that you want to hear about the greatest game species to appear on any console ever. The beat 'em up each one a glorious peon to the art of what it is to be a bloke. With any one of the games featured in this magazine or on our demo disc you can beat your mates, relatives or even passers by to a bloody pulp without having to go to prison. This is the only dedicated guide to virtual violence, psuedo savagery and, yes, pretend pummelage. Seconds out... Will Groves, Editor



# "OI RABBIT! OUTSIDE







# Cilleillog

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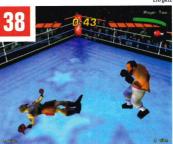
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Prince Naseem Boxi

# **COMPETITIONS**

Free stuff, glee stuff, stuff to make you laugh like a drain, stuff to make you feel no pain... we just can't introduce them very well.

# Win Victory Boxing 2 And a Stereo

A free game... and a stereo as well. Oh your not bothered. Well, frankly we don't believe you. You want to win... SO ENTER THE COMPETITION (then).

# Win a £1,000 TV

We imagine you have one of these skulking around the place somewhere but we doubt you've spent this much moolah on one. Well, we thought we'd solve that problem by giving you a free one.

# PREPLAY

A sneak peek at the games almost ready for the shelves. Is it looking good or is it looking terrible? We give you the lowdown.

# **Marvel Vs Street Fighter 30**

In the never-ending battle to pit licence against licence the *Street Fighter* boys and girls have to take on the stiff upper torsos of the Marvel comics crew. Top cartoony action for the otaku.

## Fhrneiz

Square (of Final Fantasy VII, Tobal and Bushido Blade) bring you a full on 3D fighter that looks the business but is it a real contender for the fighting throne?

# Bloody Roar 2

It's a man (or a woman) but no! It's a beast (or, like, a female beast). Get to grips with the animal in you and fight it out.

# Prince Naseem Boxing 38

Codemasters are entering the fighting fray with yet another superlative licence. The Prince is only the most exciting boxer the UK has got. So this should be good then. Yes?

# **PLAYTEST**

Every game reviewed and scored out of 10

# Tekken 3 4

There can be only one. And this is it, without a shadow of a doubt...

# Tekken 1/Tekken 2 62

....And these are the other two.

# Street Fighter Alpha 3

Has it come of age or gone to seed?

# **Street Fighter Collection 66**

Thre Street Fighters in one.

# Street Fighter EX Alpha 68

The 2D fighter in 3D.

36

# Dead or Alive 72

Great characters and a silicone implant.

# Bushido Blade 76

A superb hack 'n slash 'em up

# Rival Schools 80

Playground pugilists beat it out.



A member of the Audit Bureau of Circulations

**Kensei: Sacred Fist** 

Full on real 3D fighting.

Victory Boxing 2

**Knockout Kings** 

**Pocket Fighter** 

**Bloody Roar** 

**Cardinal Syn** 

DarkStalkers

Finest PlayStation boxing game ever.

Get in the ring with Ali and Holyfield.

Fluffy fighting for young and old gamers.

Use animal magic to sort out your opponent.

Dragons and chainmail for fantasy fighters

Two players team up to take out the bad guys.

Can it live up to Street Fighter?

Most honourable sword 'em up.

**Dynasty Warriors** 

**Fighting Force** 

rather than compromise our views in pursuit of an exclusive

PSM is the only magazine which really matters within the PlayStation industry for one reason - what we print is the truth Whether it's about games, the industry and all things PlayStation, our writing is opinionated, honest and always informed. Links with Sony provide exclusive information and game demos, but do not compromise our editorial stance. PSM is 100 per cent editorially independent - quaranteed.

PSM is written in an adult, entertaining manner. Free from technical jargon, but with the necessary expertise that PlayStation owners demand, PSM drops the usual in-jokes and

infantile humour for quality. We tell you the latest news, talk to the most important people in the industry, discuss the mo relevant issues and review the most exciting games on the planet. And with our demo disc, we do something no other PlayStation magazine can – we let you play the games for yourself. PSM: the world's best-selling videogames magazine.













88

90

99



There's nothing we can do about it. We'd like

to go through the pretence of saying 'oh, but

is it the best game ever?' But the fact is it is

Meanwhile why not get your head around how

Game Ever<sup>™</sup> onto PlayStation in the first place.

et Fighter Family Tree 70

and will continue to be so until Tekken 4

on earth they actually got The Greatest

comes along and leaves it for dead.

Capcom's complex genealogy

unravelled. All the games

and all the characters

from the most

series ever.

successful fighting

# 86 Masters Of Teras Kasi 100

A beat 'em up and Star Wars, how could this ever fail. Was it programmed in the West? Oh. Still, you can't diss Star Wars.

### **Mortal Kombat 4** 101

Semi-3D beat 'em up with ultra-gory action and brutal finger-twisting move combos.

# Star Gladiators

One of the first weapon fighters ever.

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# Character-laden follow up. 104

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The first real taste of a boxing sim.

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The first real taste of a boxing sim.

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Street Fighter with an added X-factor

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# Loading

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# Platinum

They cost just £19.99 and they're all reviewed here.

# Tips and Cheats

Tips and cheats for beating 'em up better.

### Ouiz

128 You've played the games and know how to fight: test your knowledge.

# **Just The Fax**

We quiz Prince Naseem about life the Universe and everything. Well, PlayStations.

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# ON THE CD



AFTER THE MIRACLES

THAT WERE THE RACING

AND FOOTBALL SPECIAL

CD'S WE THOUGHT

CONTINUE THE TREND

BY CREATING THIS

ACESTER BEAT 'EM UP

FELLER. DISCS RARELY

GET BETTER THAN THIS.

WE JUST CAN'T BELIEVE

HOW GENEROUS WE ARE.

# Tekken 3

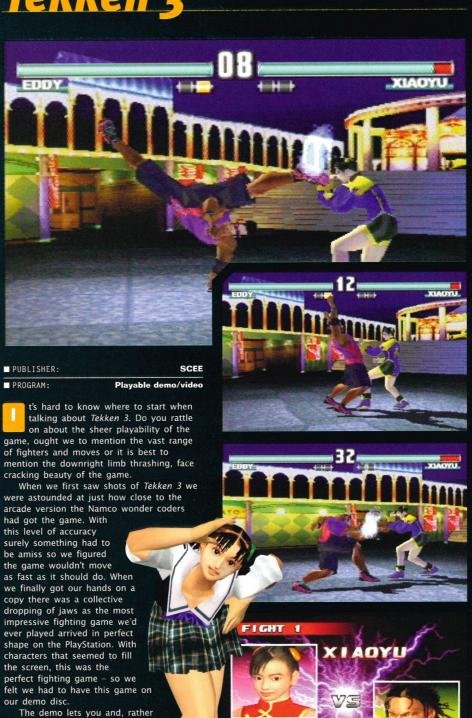
generously, a mate tackle two of the new fighters, Ling Xiaoyu and Eddy Gordo. The former is a

tenacious 16-year-old who divides her time between a

an incredible skill at the

love of amusement parks and

lesser-known martial art... Wu Shu. Involving a lot of



EDDY

You can try all of these moves on our special

demo. The spinning leg attacks by Eddy are particularly powerful and prove very tricky to avoid

once triggered.

8 00F



Ling has the great ability to parry an opponent's moves. This means using their move momentum against them, thus leaving them exposed and open to attack.

Elbow Sting			Z	0
Elbow Uppercut			Z	<b>(A)</b>
Тое Тар			K	8
Kneecap Crusher			×	0
Knee Thruster			+	<b>®</b>
Leg Whip			+	0
Leg Whip-Thing Bikini	+	0	$\otimes$	$\otimes$
Leg Whip-Low Kick	+	0	$\otimes$	0
Leg Whip-Needle	+	0	$\otimes$	0
<b>@ @</b>				
Leg Whip- ← ⊚ ⊗ ⊚	0	(4)	0	<b>(4)</b>
Hammerhead				
Leg Whip-Low Kicks ←	0	8	0	0
Leg Whip-Mars Attack		+	0	0
Leg Whip-Mars Attack 🗲	0	0	$\otimes$	0
Weed Whacker			K	8

		Apr
cific To Each		May
		Spi
g moves assume tha	t you	Spi
e right All direction		Clo

All the following moves assume that y are facing to the right. All direction commands are taps rather than full presses.

⊕+⊗ together (near opponent) to throw

(near opponent) different throw

/ = at the same time- = separate presses

■ Moves Spe

Character

Right kick

Right punch

Left punch

Left kick

(4)

0

8

Eddy Gordo				
1-2 Punch			0	<b>(4)</b>
Rewinder Away			0	<b>(4)</b>
Rewinder Near		4	0	<b>(A)</b>
Back Handspring Kick			$\otimes$	0
Barbed Wire			K	0
Cartwheel Kick		1	$\otimes$	0
Shin Cutter Combos	<b>→</b>	(4)	0	0
Brush Fire			$\rightarrow$	$\otimes$
Samba			$\rightarrow$	0
Handstand		<b>→</b>	<b>@</b> -	F@
Lunging Brush Fire		$\rightarrow$	$\rightarrow$	$\otimes$
Back Summy		-	<b>→</b>	0
Back Summy - Fire Kick	<b>→</b>	-	0	8
Back Summy - High Thrust			<b>→</b>	$\rightarrow$
<b>o o</b>				
Roomerang	-	-	<b>®</b> -	-@

Ling Xiaoyu	
Bayonet	<ul><li>⊕ </li><li>⊕ </li><li>⊕ </li></ul>
Bayonet McTwist	
April Showers	(A)
May Flowers – back	@ ¥ @
Spinner Away	⊗+⊚
Spinner Near	↓ ⊗+⊚
Cloud Kick	→ ⊗
Cartwheel Right	→ @+@
Cartwheel Left	→ ⊗+⊚
Phoenix Wings →	→ @+@ @+@
Raccoon Swing – back	$\rightarrow$ $\rightarrow$ $\otimes$
Stop Kick	$\rightarrow$ $\rightarrow$ $\otimes$
Front Layout	→ → ⊗+⊚
Belly Chop-Back	→→~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Butter the Bread	<b>y</b> (a)
Great Wall - Left	<b>← ®</b>
Great Wall - Right	<b>← (a)</b>
Storming Flower	<b>v</b> 0
Knee Cracker	<b>∀</b> ⊗
Nutcracker	<b>∠</b> ⊚
Back Palm – Back	↑ 📵
Back Palm – Forward	↑ ®
Double Fan	↑ @+@
Ginger Snap	<b>↑</b> @+@ ⊗+@
High/Mid Parry	@+@
Jade	@+⊗
Ruby	<b>@</b> + <b>@</b>
So Shoe Me	<b>→ @</b> + <b>@</b>
Crank Up (back)	⊕+⊗ or ⊗+⊚
Arm Flip (left)	⊕+⊗ or ⊗+⊚

# ControlsGeneral moves common to both fighters

spinning limbs,

Ling is a great

she offers speed in tandem

with some

fighter as

very effective

hugely

powerful

moves but her speed allows

a series of very cool combos.

Move onto Eddy and you get a
very different experience with his
Brazilian Capoeira sending his legs flying
around the screen like a deranged
cossack. There are a few purists who
reckon that Eddy is a 'button-basher's'
hero (gamers who press buttons at
random, with no idea of what they're
doing) but put him in the hands of a
Tekken master and his moves soon
seem like an over-zealous ballet
dancers. Just keep him a few feet away
from the enemy otherwise his most
effective moves are useless.

assaults.

She doesn't have many

kicks and a handy range of slaps,

some incredible

- ←→ Hold left and right to walk
- ↑ Hold up to jump
- ↑↑or↓↓ Tap up or down twice to quickly sidestep
- ← Hold back to block
- $\rightarrow$  Tap forward twice and hold to run

# **BEAT 'EM UP CHALLENGE**

f you fancy the chance of winning a very special copy of *Tekken 3* you've got the unenviable task of beating Ling in the quickest time possible. We don't care if you're the greatest Ling player ever as we're not accepting any entries for her; what we do want however is to know just how long you can take her down using only Eddy's punches. Yes, we know he's got better attacks with his feet, that's why we've chosen this particular task, so get on with it if you want to stand any chance of winning this very smart prize. Like all these challenges, we want to know how quickly things will take, videos will suffice as proof.

# ON THE CD

# Tekken 2



■ PUBLISHER:

SCEE

■ PROGRAM:

Plavable demo

hen Tekken 2 made it to the UK shops the gaming nation couldn't believe their luck... it blew the original away.

Looking so close to the arcade game only utter gaming spongs could tell the difference, Tekken 2 won over everyone who saw it.

It was probably the lightning fast graphics that drew most people to it but once they got the pad in their hands the sheer ingenuity made sure they were hooked. As if this lot wasn't enough T2 offered the game a fantastic range of fighters with two of the best ones available on this very demo.

<b>C</b>	0	n	+	r	0	т		
		ш	•		0	•	)	

Right arm **(4)** Left arm Right foot

Left foot WC While crouching

Immediately after previous hit [8] Button press is optional

### Jun Kazama

F+@

Punch, Middle Screw Punch **@**,**@** @,⊗ Punch-Kick Combo (a),(a) Punches

Charging Strike

(WC)+⊗,⊚ Can-Can ⊕,⊚,⊚,⊚ Punch, x sweeps Punch, Middle Screw Punch, 0.0.0

Can-Can @,@,⊗ Punch, Middle Screw Punch, front F+@,@ Middle Screw Punch, Can-Can (hits

low) F+@,⊗ Middle Screw Punch, Front Kick (hits

medium) N+&+@ Cartwheel Kick F+@ Lightning Crescent B+(**x**) Backflin Kick

 $B+\otimes, \bigcirc, \bigcirc, \bigcirc, \bigcirc, \otimes$ Backflip Kick, Sweeps, Cartwheel Kick

B+**⊗**,**⊘** Backflip Kick, Charging Strike (d/b+⊚), (⊗~⊚),⊚,⊚ Leg Sweeps (d/b+⊚), (⊗~⊚),⊚,⊚,⊗ Leg Sweeps, Cartwheel Kick

Spinning Roundhouse F+(\*),(\*) ⊕+⊚ White Heron (a low kick and high punch combined)

⊕+⊚,♠,⊕,⊕,⊚ White Heron, Punches, Can-Can **0+0,0,0** White Heron, Punch, Lightning Crescent @+@,@,D+@ White Heron, Punch,

⊕+⊚,♠,⊕,⊚,⊚,⊗,⊗ White Heron, Punches, Leg Sweeps, Cartwheel Kick ⊕+⊚,♠,⊕,⊕,⊗ White Heron, Punches,

Cartwheel Kick B+(@+& or @+@) Attack Reversal (F+⊗),⊚,⊚,⊚ Spinning Heel Drop (unblockable)

 $(WS) + \textcircled{A}, \textcircled{\blacksquare}, \textcircled{\blacksquare}, \textcircled{\blacksquare}, \textcircled{A}, \textcircled{\blacksquare}, \textcircled{O}, \textcircled{\otimes}, \textcircled{\otimes} + \textcircled{O}$ 

Jun's kicking attacks are pretty phenomenal but they're surprisingly easy to pull, give them a try in our demo.

Ten string 1

(WS)+(A),(B),(B),(B),(B),(B),(B)Ten string 2

(WS)+**♠**,**@**,**@**,**⊗** Fourstring

Wulong Lei **(1)**+**(8)** Jumping Bird **(A)+(0)** Sleeper

Tai Trip F,F+@+@ @+(x) or (A)+(0) Bulldog Punch, Turning Fist (a).(a) ⊗,⊗ High Crescent, Turning Heel Sweep

Front Kick D,N+@ Quick Turn B+(x)+(0) Turning Upper during turn....

backfist 0 D+@ Sweeping backfist Back Handspring ⊗+⊚,⊗+⊚,⊗+⊚ D+@,@ Turning foot Sweep, Jumping

Hook Kick D+@ Turn over-lying on back **⊗**+⊚ Kangaroo Kick ⊗,⊚ Foot sweep, Jumping Hook F+⊚,@,⊗,⊚ or D+⊚ Crescent,

punches, kicks F+@,@,@ @ Crescent, punches, low/mid kick

Flying Wheel Kick, Quick Drop (O)~(X) ⊗~⊚,U Jumping Crescent(s) [up to ⊗] d/b+@,[@] Foot Sweep,

[Jumping Hook Kick] ⊚~⊚,[⊗] Dropping Ankle Kick, [Rolling Kicks]

 $B+\oplus + \ominus, \bigcirc$  or  $[\otimes, \otimes, \otimes, \otimes, \otimes]$ 

Phoenix Kick or Step-In Sidekicks F,N+@,@,@,@ Charging Punches (breaks defense)

F,N+@, @, @, @, ⊗ or ⊚ Running Punches, low or snap kick F,N+⊗,⊚ or d+⊚ Crescent, Front kick

B+@+@,@ Phoenix Kick (unblockable)

10-hit String 10-hit String

(0,0,0,0)9-hit String







# 'EM UP CHALLENGE

Crescent Low

gain, we reckon this should be a pretty tricky challenge as there are probably quite a few of you out there that are rather handy at Tekken 2 by now. To stand any chance of winning you should play as Lei Wulong and only use the attacks that start from his Play Dead moves. Tough but not impossible.

0

# **Mortal Kombat 3**

■ PUBLISHER:

SCE

PROGRAM:

Plavable demo

# Problems with vour CD?

Pack up your troublesome coverdisc in an envelope and send it back to the following address. We will test it and, if it is faulty, we'll send you another

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Magazine Disc Returns
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Magazine
Future Publishing
30 Monmouth Street
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Somerset
BA1 2BW

here can be few people out there in gaming land that have yet to play the mighty Mortal Kombat. Perhaps, well probably, the most bloody game in the early years of the PlayStation the developers Midway made the very most out of the resultant controversy. Adverts showed limbs being snapped in half, unfortunate souls being ripped to pieces under the wheels of a subway train and unlucky losers knocked into pits of razor sharp spikes.

Opinion is divided on the quality of the game; some reckon it made its name purely on the level of blood splashed around the screen while others claim it's one of the most involving, intuitive fighting games ever seen. To find out if this is your bag take a pop at the playable demo. In said demo you can play the role of Sonya or Kano. The latter is a rather large lump of gristle who stomps around the place sporting a very Chewbacca-like bandolier. Sonya, meanwhile, offers a slightly faster bout as she skips from foot to foot.

Once you get used to the moves try to finish the game with some of the special endings. To turn an enemy into an Animal try out an Animality. To get these to work you can't use the block move at all and have to perform a Mercy move (this is where you give your opponent some of your energy by holding Run and pressing Down twice). To pull off a Friendship move you can't block during your winning round. You can perform it anywhere on screen and even after a Mercy move. The final move, the Babality, has the same rules as Friendships so, no blocking during the winning round.

- Controls:
- B Back





F + (x) or (a)

DB 📵

D Down R Press the Run button

A High kick

Forward

High punch Low kick

⊚ Low kick⊗ Low punch

moru Block

Reporte Run

Special Moves:

# Kano-

Knife throw -

DF@ Knife slash -Cannon ball -Hold @ then release D F 😵 Grab and shake -Block Throw (in the air) -Hold ( and press Fatality (close) -FDDF Fatality (sweep) -⊗ Block Block ⊚ Hold @ and press Animality (close) -Block Block Block Friendship -FFDD @ Best combo -@@ D + X D + @ jump

Sonya

Throw – F + S or ©

Energy rings – D F S

Leg grab – Press D + S + Block

Square wave punch – F B ©

Bicycle kick – B B D ©

Fatality (more than half-screen away) –

Hold Block and Run, then press U U B D

CYRAX SUB-25RD

We said this was a

here's the proof. The

demo hasn't had the

blood taken out of it

near it... she'll only take it off you. If

blood isn't your style

to turning folk into

shattering them. It's

ice cubes then

all in the best

you can always resort

so don't let your mum

violent game and

Fatality (anywhere) –
Animality (close) –
Hold ② then press
B F D D R
Hold ③ then press
B F D F
Friendship –
Babality –
D D F ③
Best combo –
② ② ② ② ② ② ③

# **BEAT 'EM UP CHALLENGE**



nyone who's played this most bloodthirsty of games will be more than familiar with the constant jumping required to avoid a hit. Fortunately then this challenge requires you to jump like a freak as we've banned attacks from the front. Basically, kick a lot of ass.

# ON THE CD

# Bloody Roar



PUBLISHER:

Virgin Interactive

PROGRAM:

Playable demo

hen questioned in the street nine out of ten gamers listed the Bomberman series as the main game they associate with Hudsonsoft. Little surprise there then but it does show that a lot of gamers missed out on one of the most enjoyable games of last year, and that game is Bloody Roar.

Offering a new take on the fighting game genre this game gives each human fighter an animal alter ego so often you'll come across a very powerful wolf taking on a puny little school girl. To temper the constant use of the beasts the game introduces a second energy bar which has to be built up by launching a few successful hits at the other fighters. This system works the other way so any hits you take will reduce your animal magnetism. Once the energy level has been reached your character is ready to morph into an animal and enter Rave mode. It's here where the real damage is committed.

In this demo you can choose Yugo who transforms into a Wolf or Alice who chooses a rabbit as her alter-ego. For the most success, approach the action with a Street Fighter mindset, it involves plenty of D-pad rolling.

### Controls:

**Dpad** Direction

0 Punch

8 Kick

0 **Beast** 

(4) Rave

OC Quarter Circle HC Half Circle

# Yugo

0 F+@ d/f+@ D+@

d/b+@ B+@ u/b,u,u/f+@

High punch Mid punch (strong) Mid punch (weak) Low punch Turning low punch Turning high punch Jumping elbow slam ⊗ F+⊗ High kick Axe kick Mid kick d/f+⊗ D+**⊗** Low kick d/b+€ Sweep Spinning kick B+(**x**) u/b,u,u/f+⊗ Flying spinning kick

Beast mode:

Mid slash 0 F+@ Jumping double slash d/f+@ Low swipe D+@ Lifting attack (floats) Low kick-out d/b+@ B+@ Turning backhand swipe u/b,u,u/f+@ Flip kick

Special moves:

Rushing elbow QCF+@ QCB+@ Charge-up uppercut QCF+® Jumping knee QCB+⊗ Flip kick Neck rip (throw) QCF+@ QCB+@ Jump back (if close enough to a wall, press @ or ⊚ or ⊗ to attack off the wall)

### Combos:

⊚, ⊚, ⊚, ⊗ □, □, □, d+⊗□, □, f+□ ; ⊕, ⊗

⊚, ⊗, ⊗ **⊚**+**⊚**, **⊚**, **⊚** DF+@, @, @, @

QCF+@, F+@, @

⊗, ⊗

⊗, D+⊗ D+⊗, ⊗ d/f+⊗, ⊗

F, F+⊗, D+⊗

Alice

0

High punch

Strong mid slash F+@ d/f+@ Mid punch D+**@** Low punch d/b+@ Spinning leg punch Retreat & mid punch B+@ u/b,u,u/f+@ Jumping head attack **⊗** F+**⊗** High kick Forward flip kick d/f+⊗ Shin kick D+**⊗** Low lick d/b+⊗ Turning leg kick B+**⊗** Fast reverse roundhouse kick u/b,u,u/f+⊗ Jumping rising kick

Beast mode:

⊚ F+⊚ High punch Jump kick d/f+@ Low leg stomp kick D+@ Low punch d/b+@ Turning low kick B+@ Jumping double foot stomp kick u/b,u,u/f+@ Forward flip kick

Special moves:

QCF+@ Rising spin attack QCB+@ Charge-up mid forearm attack QCF+® Handstand flip kick Flip kick QCB+**⊗** QCF+@ Jump-in head throw QCB+@ Jump & land kick attack

# Combos:

@, @, @, F+@ (a), (a), (b)+(a) **@**, **@**, **@**, B+**⊗** ⊗, ⊗, F+⊗ (a), (⊗), (B+⊗)

(a), (⊗), (D)+(⊗) F+@, @ B+@, @, ⊗

B+**@**, **⊗** D+**@**, **⊗**, **⊗** 

d/f+@, @ d/b+@, ⊗





Alice might not look like anything special but she's more than capable of smacking Yugo up at will.

### 'EM UP CHALLENGE

ith the likes of wolves and rabbits (!) available in the game we want to restrict you to only using the attacks available from the humans. The moment your Rave button is pressed the attempt at the challenge is rendered worthless so don't even think about cheating as we can tell, you know. And we don't like cheats.

0

# **Dead or Alive**



AVANE SAC





This is one of the most violent games but at the same time it's one of the most realistic with a lot of the moves clearly visible in Kung Fu films. As you'll see from the demo the backgrounds are very special. Lei Fang is one of our favourites, try her out.

PII	RI	T	HZ	FR	
. 0	ייי		,,,		

SCEE

■ PROGRAM:

Playable demo

his is a strange game. Not that we don't like great-looking fighting games but, rather, this looks incredibly like a Saturn game. When it first arrived on the Japanese market, folk thought this was only ever going to be a Saturn game but Tecmo surprised us all by unveiling a rather interesting and impressive PlayStation version. But why should all this matter to us? Well, this is the closest we're every going to get to Virtua Fighter for the PlayStation. We're not kidding, play both games one after the other and it's incredible how similar the blessed things are.

Don't let this Saturn similarity put you off though, *Dead or Alive* is one of the best fighting games on the disc.

What it does offer is a great range of fighters, a huge collection of moves and an incredibly smooth

(60 frames a seconds of

smoothness) animation.

■ Controls
Dpad Direction
⊗ Punch
④ Punch

© Kick
© Hold

<?> All the moves in these brackets should be performed independently of other moves. Don't press any other button at the same time. OK?

Jann Lee

(4) lab d/f,P Uppercut Low Knuckle D, High Kick 0 d/f,⊚ Side Kick D,@ Low Kick Dragon Blow D,d/f,F, Sonic Uppercut **(a)**, D, **(a)**, **(a)** 



Kasumi	
Jab	<b>(A)</b>
Uppercut	d/f, <b>⊘</b>
Low Knuckle	D,@
High Kick	0
Side Kick	d/f,⊚
Low Kick	D,@
Shadow Sword	F,F,
Silver Flamingo	F,B,⊚
Float Sword	U,@
Air's Kick Combo	(△, (△, (△, (△, (△, (△, (△, (△, (△, (△,
Round Sword	B, <b>ᢙ</b>
Ground Tornado Combo	<b>⊘</b> , <b>⊘</b> , <b>⊘</b> , <b>D</b> , <b>⊘</b>
Illusion Sword	$d/f, ,  ext{ }  ext{ } $
Double Tornado Combo	(∅,∅,⊚,⊚
Deep Mist	d/f, <b>⊘</b> , <b>⊘</b>
Moon Flash Combo	♠,♠,u/f,⊚
Wind Fang	d/f, <b>⊘</b> , <b>⊘</b>

Lightning Spin Combo Rising Cutter	<b>⊘</b> , <b>⊘</b> ,F, <b>⊘</b> ,D, <b>⊘</b> ∪. <b>⊘</b>
Lightning Dirk Combo	<b>⊘</b> , <b>⊘</b> , <b>F</b> , <b>⊘</b> , <b>⊙</b> , <b>⊙</b>
Heaven's Arrow Ground Tornado	u/f,⊚ D,H+⊚
Moonsault Kick	u/b,⊚

MOOTISAUIT RICK	u/b,@
Lei Fang	
Jab	<b>(A)</b>
Elbow	F, 🙆
Backhand	d/f, <b></b>
Palm Strike	D, @
High Kick	0
Front Kick	d/f,⊚
Low Kick	D,@
Shotei	u/f, <b></b> €
Double Fist	F, @
Upper Elbow	U,@
Double Smash Kick	0,0
Palm Attack	u/b, <b>€</b>
Front Screw Kick	K,D,@
Lei's Attack	B, <b>€</b>
Rolling Sobat	u/b,@
Upper Palm Smash	B, <b>⊘</b> , <b>⊘</b>
Low Joint Kick	d/b,@
Back Fist	d/b, <b>€</b>
Swirling Face Kick	B,@
Back Fist Punch	d/b, <b>@</b> , <b>@</b>
Chiki Screw Back Kick	B,⊚,⊚
Palm Spring Kick	F, 🙆 , 🎯
Triple Screw Kick	B,⊚,⊚,D,⊚
Double Hands	F, F, <b>@</b>





Double Jump Kick



The graphics aren't the most beautiful we've ever seen but they do the job more than adequately and move like the clappers.

# **BEAT 'EM UP CHALLENGE**

ike the marvellous Virtua Fighter this game offers the gamer a good amount of throws to try out. In order to qualify for the challenge the only move you can is this: use counters or throws only, nothing more.

UK PlayStation Beat 'Em Up Special

# ON THE CD

# **Dynasty Warriors**





### - PUBLISHER:

Ocean

### PROGRAM:

Plavable demo

haring the beauty of Tekken 3 and the weapons of Soul Blade this is another instance of a decent game disappearing from public awareness the moment it hit the shelves. This is a shame really

as it's a rather enjoyable affair boasting some of the sharpest sticks around. Set 1800 years ago in feudal China the action is fast and furious with a wide range of armour clad

fighters ready to take on all comers. Some are lean and can perform incredible miracles with their pugil sticks while the large gents in the game rely on brute strength to gouge a hole in your stomach with their Sai's. The fighting style doesn't rely too much on ten-string combos so learning all the

fancy moves doesn't take the memory retention of a genius (even we can do

it). Defending is rather interesting too with the more defensive players likely to last the longest. But remember that too much reliance on a weapon as a means of defence can result in a shattered sword or a broken boken stick.

Our demo gives you access to the single-player arcade mode and a choice of two characters: Hang Fei and Xiahou Dun. By the way, the meter at the bottom of the screen measures your fighter's 'Chi' energy - the more there is of this, the more special moves you'll be able to pull off.

### Controls: **Dpad** Direction

Slash

Redirect

Parry 8

A Thrust

HCB Half circle back WS While Standing

## CHOU-HI/ZNAG FEI

Special throw

HCB + @

Combos: 0,0,0

**@**,**@**,**@** Specials:

WS + (10), (10) uppercut, overhead chop WS + 🙆 mid stab d/f + (A) overhead hit power stab

D,F + (a) D,B + 🖎 uppercut D,B + @, @ double over head chop

F,F + (A) shoulder charge F,F + @, @, @, @ quadruple spins +

(a), (b) delayed stab F,D,d/f + @ ground shaker

# KAKOU-TON/XIAHOU DUN

Combos:

⊚,⊗ **(a)**,(0),(0)

0,0,0,0

Specials:

WS + @, @ double circle swings WS + (A) mid stab

whirling low slash  $DB + \bigcirc$  $D,F + \triangle + \bigcirc + \triangle$ , (hold Up)  $\bigcirc + \triangle$  jump

chop D,F + (a), (b), (c) tripple circular uppers

 $D,B + \bigcirc$ F,F + @

turning wide arch overhead chop

# BEAT 'EM UP CHALLENGE

strangulating spin

ince this isn't a game which many of you will have played we're going to keep things pretty simple and allow you to use your weapons. Aren't we nice. Just to make sure it's not too easy though we're going to restrict you to only using the horizontal attack and absolutely no use of the guard button. This isn't as tough as you'd think as the attack we're letting you use is powerful and a few hits can finish off a game rather quickly. But will you be quick enough?

# ordinal Sy



### PUBLISHER:

SCEE

### PROGRAM .

Playable demo

ardinal Syn gives a new twist to beat 'em ups as it introduces the gamer to the interactive scenery. Probably the best example of this comes when you take one the Jester chap and the fight takes place onboard a spinning circus ride... only it's a ride complete with a spikes guaranteed to smart slightly. Add to this the ability to be able to use chuckable bits of the scenery, open boxes to reveal power-ups or bigger weapons and this could be a lot of fun.

To make sure this catches the mind as much as possible Cardinal Syn is liberally splattered with blood with the red stuff leaking all over the blessed place. How some fighters reach the end of a bout after losing so much blood we don't know. The section presented here involves either a one- or two-player tussle between gold-clad foxtress Nephra and the mysterious cloaked Redemptor (who, interestingly, is a badass boss in the finished game). Be warned, the finishing moves can be pretty sick. Watch out for the spinning roundhouse that takes the head clean off the shoulders... it's a beaut!

## Controls:

Hold 12 to run

- Low slash (X)
- Mid slash 0
- (4) High slash
- Defend

# REDEMPTOR:

Attack 1 Back + (8), (8)

Attack 2 Back + (A),

Attack 3  $\uparrow$  +  $\textcircled{\otimes}$ ,  $\textcircled{\otimes}$ Projectile  $\uparrow$ ,  $\uparrow$  + R2 Magic  $\uparrow$ ,  $\uparrow$  +  $\textcircled{\otimes}$ 

FatalityBack + @, @, @, @, Back + &

# **NEPHRA:**

Attack 1 Back + @, &

Attack 2 Back + (A), **(X)** 

Attack 3 Back + (a), (a)

Projectile ↓, ↓ +Œ

Magic Back, Back +@2

# **BEAT 'EM UP CHALLENGE**

n keeping with every one so far this is a downright sod as you're not allowed to move at all. We know the game is primarily about moving around the arena but the moment you move more than a foot away from the starting point consider your game and challenge over. Some but thems the rules.

# Battle Arena Toshinden 2

■ PUBLISHER:

SCEE

PROGRAM:

Playable demo

oshinden has always had a small but fervent following. Visit any games show in Japan and you'll find the Otaku (Jap game nuts) all regaled in their finest outfits with Tosh 2 characters making more than the odd appearance. They're like that you see.

Since the first game appeared on Launch Day the Toshinden series has had a rather impressive face-lift. Gone are the crude(ish) characters replaced by





Fireballs are some of the most powerful moves in the game so make the most of them.

beautifully rendered fighters replete with more Gourand shading than you could point a rather spikey stick at.

One of the highlights of this demo is that the single-player game doesn't just concentrate on the two fighters provided free with the demo, you can find yourself up against any of the many blighters to be found in the full game. For two-player action you have the choice of tackling the mighty Fo or the sylph-like Sonia. For those who fancy a bit of old man action Fo, looking uncannily like Mr Miyagi from The Karate Kid flicks, offers a surprisingly swift attack along with some furious projectile assaults... wait until you see his ball of hell (or something like that). Sonia offers strength rather than speed but can string together a nasty series of attacks. Take your pick; either one of them is a pretty

### ■ Controls:

Hand

A Hand Leg

0 Leg

CD CD Roll

co co Thwack

Fo

Move Name: Command: F, d/f, D, d/b, B, (4) Don Pa F, d/f, D, d/b, B, (4) Don Pa (air) B, d/b, D, d/f, (A) Don Do Ko Shu D, d/b, B, (A) Don Pa D, d/b, B, ⊗ Ka Po Re Ro Shin Wai Ko B, F, 🙆 Claw Slide D + (A)

D, d/f, F, B, d/b, D, Giant Air Sphere B, @+@ B, u/b, U, UF, F, @+@ Small Fart ⊚, ⊚, ⊗, <u>⊗</u> + F Big Fart

Do Don **8+0+0+0** F, B, d/b, D, d/f, F, B, (A) Do Don Pa



Move Name: Forward Thunder Ring D, d/b, B, @ Upward Thunder Ring D, d/b, B, (A) Air Downward Thunder Ring D, d/b, B, @ Air Forward Thunder Ring D, d/b, B, (a) Aurora Revolution F, d/f, D, d/b, B or F, D, B,

Love Shower B, d/b, D, d/f, F, ⊗ D, d/f, F, (A) Rattlesnake F, d/f, D, B, d/b, B, F, B, (2) Salamander **8+0+0+0** Love Lover Call Me Queen F, B, F, B, (4)



### CHALLENG BEAT 'EM UP

uite simple. Don't even think about using any special moves or kicks. We want to see just how long it takes you to slap down your computer opponent. We've had our resident expert working on this for a while so we know the times to play with don't go cheating.

# Victory Boxing 2

PUBLISHER:

■ PROGRAM:

Playable demo

onsidering the first sports game ever shown on the PlayStation was a boxing game, Boxers Road, it seems very strange that the sport has only had four incarnations recently and only a couple of those worthwhile; this one fortunately is one of the best. Along with the usual fighting action you can take a boxer through the ranks of amateur and take them to the ultimate prize... a post-Tyson visit to a plastic surgeon.

When you play the game you'll notice that it comes complete with the two now-standard energy bars. The top one let's you know just how far you are away from getting knocked down while the lower one reveals just how close you are to a total collapse. If you manage to avoid a connecting series of punches the top bar slowly refills. Enjoy the demo, you've got the last round to rescue the career of Lennox Hedges.

Remember, it is essential that you use your guard in tight spots and learn to attack in short bursts. Body punches which lower your opponent's stamina are the surest way to achieve knockout.

# ■ Controls:

Guard body

Punch body

**⊗ ④** Guard face 0 Punch face

Sway RI Special punch

Pause

Taunt



# 'EM UP CHALLENGE

his one is pretty simple challenge although we don't expect to get incredibly quick times out of it. While you're in the ring we don't want you to use your head punches at all; this may result in you getting knocked down a couple of times but don't worry. So long as you use enough body shots and protect yourself this shouldn't be too much of a problem.



# <u>TEKKEN 4 FOUR-PLAYER BRAWLING?</u>

IS THIS THE SHAPE OF BEAT 'EM UPS TO COME?

hen, on February 16th, Sony unveiled its plans and specifications for the new PlayStation 2 console, the demos they showed highlighting the new machine's potential were staggering. Using the rendered intro sequences from some of the best current PlayStation titles as a reference point, the short sequences of playable material which the delegates at the exclusive Japanese conference and then the rest of the world via the Internet - saw left everyone who watched them in no doubt that they were party to the true future of videogaming. Beat 'em up fans, however, had good reason to be especially pleased with what was on show.

Alongside the new, super-enhanced versions of *Gran Turismo* and *Ridge Racer* were tantalising glimpses of Paul Phoenix and Jin Kazama brawling in a back alley, egged on by an equally animated crowd of onlookers. Familiar scenes to anyone who has seen the stunning intro to *Tekken 3*, but what was unusual was that two men from Namco were controlling the action via traditional PlayStation joypads plugged into a bank of computers. The flames of speculation concerning the next round of The King of Iron Fist Tournament were being well and truly fanned.

From all this, it seems increasingly

Remember how, on first viewing, the intros and endings to the Tekkens made you gasp in awe? Well, with the advancements that PlayStation 2 will make, controlling characters with graphics of a similar (and maybe even better) quality becomes a truly stunning reality.







The graphics in the upcoming *Tekken 4* will be akin to these rendered images from the existing *Tekken* games. Amazing.

likely that *Tekken 4* is going to be one of the first titles to appear on PlayStation 2, if not the killer app that helps to launch it in the first place. Firstly, the healthy relationship Namco enjoys with Sony as one of the PlayStation creator's most favoured developers means that they are surely one of the first teams to own a dev kit for the new console. Next generation

machine, new installment of existing machine's flagship game – it makes sense. What better way to entice everyone over to the new machine than by bringing out eagerly-awaited sequels to the big existing games? Continuity with the gaming fraternity is assured, and it's not cynical on Sony's part because that demand really was enormous.

■ P21: SF Collection 2 ■ P24: PDA news ■ P18: Gekido ■ P22: Booty ■ P24: Eretzvaju ■ P18: DeStrega

■ P24: Genre-ly speaking ■ P25: Fighter Maker ■ P20: View

Making photo-realistic flesh tones and facial features will come one giant step closer with PlayStation 2. Thought this kind of thing was good? Just wait...

So, what can we expect from Tekken 4? Obviously, with no official word from Namco as yet, much of the speculation is unconfirmed but from the few crumbs of information that do exist it's possible to hazard some educated guesses. Of course, there will be a slew of new characters willing to stake their case as champion. What with the already complex, intertwining Tekken backstory throwing up Jin (son of Kazuya and Jun) and Forest Law (son of Marshall), one source is suggesting one of the new faces will Eddy Gordo's daughter with Nina Williams. There may also be a next

generation Yoshimitsu and a new version of Jack. It goes without saying that the intros and endings for these characters will be stunning, with the potential to consist of several minutes of high quality, near phto-realistic rendered animation.

As far as the action itself goes, the most impressive development gameplaywise could be the introduction of the midair reversal, which would add a totally new dimension to the fighting. The reversals have become an integral part of the action and having these would make the fights both more realistic and complex. If this was possible, there's no

reason why air escapes from juggles couldn't be included too. Since the new machine is going to be using existing controllers, it's unlikely that any radical changes will be made to the button configuration, unless Namco once again decide to honour its new game with a new piece of hardware as it did with Ridge Racer 4 and Time Crisis. More multi-parts (such as King's surfboard) could also be easily introduced.

However, the true icing on Tekken 4's cake could be its multi-player mode. If there is one guaranteed feature of PlayStation 2, then it's that it will have four controller ports instead of two thus opening up to Sony the previously Nintendo-dominated world of multi-player gaming. Imagine a Brawl mode where four players, or even more if the new technology could accommodate it (think multi-taps), could genuinely fight each other without restrictions of speed or movement in a truly 3D arena. The prospects are truly mouth-watering.



These are actual PlayStation 2 demo images. The fight between Paul and Jin was actually controlled with standard joypads. The Final Fantasy ballroom sequence was a real-time demo. Both however offered up an astonishing glimpse of the future.

urs milled, tittle tattled, whispers heard, gossip spread.

Extremely dubious rumours emanating from japanese Usenet newsgroups suggest

that a Metal Gear Solid beat 'em up spin-off may be on the way. Frankly, we'll believe it when we see it, but it's certainly a tantalising prosepect. The characters are in place after all, and wouldn't it be nice to put all that stealth business to one side and give Liquid Snake, Ninja or Ocelot a good old-fashioned pasting? But would Konami really dilute their ultra cool brand when a more conventional sequel seems likely to appear on Sony's recently announced next generation PlayStation? We'll see... It seems that Codemasters are confident in both their own and Prince Naseem's previously undoubted abilities, or at least that must be the case if early rumours of a sequel to the only just minted Prince Naseem Boxing turn out to be true... Here come the men in pants. WWF Attitude is the latest in a long (some would say too long) line of spandex stretching romps and could well be the stretchiest, most spandex grope 'em up yet. Featuring more than 40 'real life' wrestlers, and the option to create your own fighter, from facial characteristics, right down to costumes and even theme music, Attitude will also feature play modes such as Last Man Standing, Pay Per View (in which you set up the eight bout event of your, um, dreams), First Blood, I Quite, Iron Man, Tornado, Hard Core and Steel Cage. The mind, once again, boggles... It seems that Ehrgeiz (see page 34 for more on this fantastic game) developers Dream Factory are already working on the game's arcade sequel and it's strongly rumoured that it will appear on PlayStation 2.

# DESTREGA

### DARK HORSE IMPRESSES EARLY DOORS

ow and then, although admittedly not very often, you might just get a little bored of Tekken. You might want for something a bit original. You might, then, need to cast your eyes over the new fighter causing a sensation in Japan - Destrega.

It's based around an innovative fighting system, where you have three close attacks (normal, strong, and strongest) and three long-range special attacks. Meanwhile, you can dash, block and hide behind the fully 3D arenas' walls, stairs and columns. There's certainly a huge amount of strategy to work out, not only if you're going to mount successful attacks, but if you're counteracting those of your opponent too. The characters may

fight well then, but they also look superb. Not only are they fantastically detailed, the mid-air moves are as smooth as you like and the special magic effects are right on the button. You'll find yourself trying them out just to see the animation one more time... even if it might mean a kicking! There's a huge amount to enjoy, but the Story mode is the most satisfying. You fight your way through the evil Prime Minister Zauber's men as they systematically eliminate anyone who poses a potential threat to the big man. As you kill the baddies off, you're rewarded with some lush story sequences too. With Versus, Endurance, Team and Time Trial modes in there too, Destrega is anything but a throwaway game. Tekken might just have to watch its back..



(1) With stages this large, and an open invitation to explore them, wide ranging projectile attacks like this are a necessity. (2) As in Bushido Blade, there's a real advantage to be had by taking the high ground and attacking downwards. (3) Get in close enough and you'll see the impressive detail that's been lavished on the fighters themselves. [4] The traditional scantily clad lay-dees are present and correct.

# STREET FIGHTER COLLECT

# MORE CLASSIC ACTION FROM VIRGIN AND CAPCOM

ike checking out old Verve albums after buying Urban Hymns, what could be better than getting hold of the early Street Fighters now you've done all there is to do in the quite marvellous Street Fighter Alpha 3? Well, Capcom clearly think likewise, because they're on the verge of

putting together an essential Street Fighter compilation of all the arcade hits of the early 90s.

First, the facts. Like a Greatest Hits CD, there's three of the most popular Capcom beat 'em ups here: Street Fighter II: The World Warrior, SFII: Champion Edition, and SFII: Turbo. They're all absolutely perfect

conversions from the arcade, and quite frankly, any fan will love it to bits.

It's unashamedly old-skool from beginning to end, but unlike the ridiculous amounts of tawdry retro shoot-'em-ups about at the moment there's something overwhelmingly endearing about this. It's probably because all the Street Fighters are



BLANK

brilliantly character driven. From Blanka to Balrog, not forgetting Ryu in between, the famous 2D fighters are here in all their glory, and it's like being re-united with old friends as soon as you pick one of them.

There's some lovely little touches too. The history of the three games is explained in great detail, and the production artwork of all the characters adds another dimension to the most famous fighting series ever.

So the games themselves aren't hugely different to each other, but somehow that doesn't matter. The small changes, the attention to do detail and the fact that, well, it's Street Fighter make this something every beat 'em up connoisseur should look forward to.



(1) Guile gets the better of Ken, at least for the time being, and it wasn't even a Sonic Boom. (2) Dhalsim back to his proper skin-crawling, skinny bendy-man self. (3) The classic trade off of speed for power - Chun Li against Rvu. [4] Two nutters.





# / A New Series Based on the Hit Arcade and Console Game



www.advfilms.com/advuk

# BOOTY

Heihacil

ACRES OF EPHEMERA BURST FORTH FROM THE SWOLLEN BELLY OF GAMING AND PSM IS THERE TO CATCH THEM. A TOWEL DOWN AND THEY END UP HERE. DO YOU WANT THEM? YES YOU DO.



**TEKKEN 3 MYSTERY** 

Tell us what this is and you can have it. Answers to the usual address

### AND ANOTHER

Another prize up for grabs. What is it?



and wonder what it all means. Well?

# T3 CARDS

Collectable Tekken 3 cards. No-one else will have these, you know.

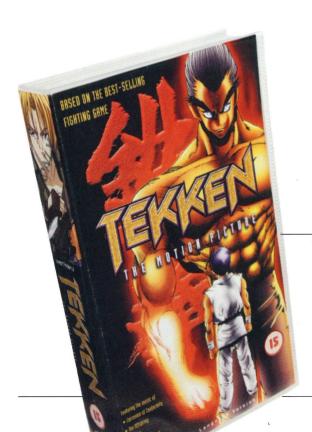
### TINY STREET FIGHTER FELLAS

Sleep as soundly as you can knowing that a whole host of two inch Street Fighter gonks are protecting you.











# TEKKEN: THE MOTION PICTURE

Full on anime backstory to the Tekken series.

# TEKKEN 3 CALENDAR

All the *Tekken* characters playing in a symphony orchestra, on a calendar. It may be last year's but this is arguably the most collectable merchandise going.

# T3 CALENDAR

As above. Yes we have two.













# **ERETZVAJU**

# TOP QUALITY ANIME MADNESS

his brash fighter has gone down a storm in Japan, and it's not hard to see why. It's moulded together the infamous cartoon-style visuals with 3D animation and characters. It looks, quite frankly, marvellous.

There's an amazing anime storyline too, which is as good a place to start as any if you're new to the whole genre. With such glorious attention to detail in the background, it would be all to easy for

Eretzvaju the game to be nothing more than average. Thankfully, that's not the case. In fact, it's one of the easiest beat 'em ups to pick up ever.

There are literally two buttons, one for attack and one for defence. This could theoretically mean a very short list of moves, but the three kinds of attacks allied with the usual punches and kicks only work in certain conditions, and with the camera angles constantly changing, it never feels repetitive in the slightest.

The Japanese feel to *Eretzvaju* is made even stronger by the music and sound effects. It's all bubbly Japanese pop fare, apparently sung by anime singing sensation Okui Masami! Not only that, there's huge amounts of conversation, again from some of anime's stars over there. We almost hope they don't do an English translation – the language all fits the atmosphere of the game perfectly. And that's the million dollar question – will we see an English version?



# Set B B



# DLD SKOOL DAYS

In the beginning, long before we got to our Tekken 4 mooting status and talking about Spangles would have been considered mad and not rheumatically retrospective we had Double Dragon and a host of other side scrolling fighting games. (Alterered Beast, Kung Fu Master and Final Fight). In these all you had to do was wander along either left or right and destroy with a single kick or punch all the bad guys you came across.

This was the early 1980s and while Spandau Ballet wowed a nation arcades were packed with these beat 'em ups. However by the time the Commodore 64 was well ensconced in the nation IK+ was released and is still regarded as a step towards establishing the two-player genre (it was actually three-player – something that wasn't successfully repeated again until Dragon was released on the 16 Bits in the mid '90s). Also in the

arcades in 1987 Street Fighter was released to bemused gamesters who failed to get to grips with its gimmicky pressure sensitive buttons.

It wasn't until Street Fighter 2 was released in 1991 and then later ported to the 16 Bits that beat 'em up fervour took over the gaming world. Giving us a host of clichéd but nevertheless compulsive fighters with different, well balanced styles and haircuts, it was also a game where seasoned pros could be taken apart by four year olds banging away at any button. This

though was also the birth of tricky techniques with which to impress friends. This was later expanded upon with the hugely successful Mortal Kombat series and its fatalities and then babalities. MK was also a move away from the cartoony aspects of Street Fighter that Capcom still seem reluctant to replace.

When Virtua Fighter was released the added realism and weight behind character moves, which were getting increasingly complex, created another onslaught of beat 'em up fans. By now it was pretty much

established that the beat 'em up was a mainstay of videogames much to the delight of tabloid writers who still can't help using the word 'geek' whenever the word videogame appears in a sentence. From VF it was only a hop, kick and a punch until the Tekken series was developed. Next up all we need to do is wait for the four-player brawlers to hit the arcades and games that allow you to graft your own face on to a fighter. Beat 'em ups are the cutting edge of the videogames world and we can expect a lot more to come.





# FIGHTER MAKER

### HE FIGHTER OF YOUR DREAMS





Define every aspect of your own personal fighter's performance and looks.

> ow often have you slumped back in your chair after a sound thrashing at *Tekken*, but blamed the character (or the

joypad) for your embarrassing failures? Well, be warned, your excuses will soon be laughed off if you're playing Fighter Maker. Why? Because this exciting new beat 'em up gives you the chance to create your own mean fighter!

Fighter Maker is based around a construction kit, which, for want of a better phrase, does exactly what it says on the tin. First of all you design how your particular







Hours of spoddy statistical fun should be yours to revel in.

martial artist is going to look. And then it gets really interesting. Sure, you can select their special moves from a 600-strong library, but you can also create your own blocks or combos by setting any body joint to turn in any direction in sequence. Sounds complicated, but when you add the possibility of making your own victory move too, it all seems worth it!

Then, after trying your mean man out in real time to make sure he's going to do the business for you, it's just a case of choosing your backgrounds before battle can commence! Testing your creation against the 15 original characters in Fighter Maker is fantastic, particularly when you get further up the tournament ladder and meet some of the really big boss men.

You see, the beauty of Fighter Maker is that if one of these bruisers gives you a good kicking, you can go away, refine your fighter and have another go. It's almost like training him up, except without any of the boring exercise! With graphics similar to the Tekken series to boot, ASCII have a sure-fire winner on their hands with Fighter Maker. It can't come soon enough.











Bushido Blade and Ehrgeiz, both from Square, push the 3D envelope

ost fighting games are 3D these days, surely? No. Tekken 3, for instance,

isn't really a 3D game.

Eh? But I can see into the distance, and everything. The players moves take place in three dimensions. They have depth

and solidity. They are 3D. I say again - eh? You can see into the distance, true, and very nice it is too polygonal backgrounds and that - but you can't fight into it, can you? True the characters themselves are true 3D models, and the moves are based around 3D motion-

capture and

animation, but

have you noticed that 99% of the action has the two fighters on one axis 'parallel' to the surface of your screen. It's not like a proper pub fight or Jackie Chan film, now, is it?

Every game has its conventions and constrictions. No truly playable fighting game could give you the into and out of the screen freedom of, as you say, a pub fight.

Well, whether they're as playable or

not is open to question, but there are games that attempt this sort of thing.

### Like what?

Tobal No. 1 was the first real attempt on PlayStation. See our review for more details. Likewise see the reviews of subsequent efforts like Bushido Blade and our preview of the latest serious contender, Ehrgeiz (page 34), not to mention lost classics available

only in foreign parts like Tobal 2 and Bushido Blade 2, and the forthcoming Destrega, featured on this very page.

> But where's it all going to end? Who knows? As you'll know if you read our Old Skool Days piece, beat 'em ups have only ever been confined by the current technology.

And it doesn't seem likely to stop here. Square and Namco's PlayStation 2 PlayStation 2 demos seem to point not only in the direction of full 3D movement and action, but at the exciting possibility of massive multi-player rucks. Bar Room Brawl vs Tekken All-In vs Street Mob-Handed Fighter, anyone?

Please.



Street Fighter has expanded into the 3D realm. Or has it?



# 











# Official UK PlayStation Beat 'Em Up Special

# COMPETITION



An incredibly loud and impressive JVC stereo! Look at it! +A copy of Victory Boxing 2 in a. highly fashionable presentation case. Runners up prizes: 49 copies of Victory Boxing 2 in the presentation case. 100 copies of Victory Boxing 2 in its

normal state.

# QUESTION:

How many knockdowns constitute a Technical KO?

# IS IT;

ыз

c) 9

## SEND YOUR ANSWER, ALONG WITH YOUR ENTRY VOUCHER\* FROM THE CD PACKAGE ON THE COVER TO: COMPOS.

OFFICIAL PLAYSTATION BEAT 'EM UP SPECIAL 30 MONMOUTH ST

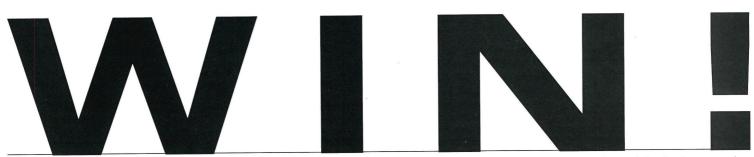
BATH

BA1 2BW

Victory Boxing 2, it's generally agreed, is the finest boxing simulation currently available for the PlayStation - check out our review on page 88 - so, in an unheard of fit of generosity, the game's publishers, JVC are giving away all this desirable booty to the randomly-selected person who can answer the painfully simple question above...

\*Check out our other compo over the page. If you want to enter this or any of the demo challenges (see page 8) as well, include your answers along with your voucher too. Entering everything makes pretty good sense, wouldn't you agree?

NO EMPLOYEES OF FUTURE PUBLISHING OR JVC ARE ALLOWED TO ENTER THE COMPETITION... CHEATING, SEE? NO MULTIPLE ENTRIES PLEASE AND THE LAST DATE FOR ENTRIES IS 31 MAY, 1999.



This cracking £1000 stereo TV, courtesy of our Street Fighting, Bloody Roaring friends at Virgin Interactive











How many characters are available in *Marvel Super Heroes vs.* Street Fighter?

a) 2 b) 100 c) 17

SEND YOUR ANSWER, ALONG WITH YOUR ENTRY VOUCHER\* FROM THE CD PACKAGE ON THE COVER TO: COMPOS,

OFFICIAL PLAYSTATION BEAT 'EM UP SPECIAL 30 MONMOUTH ST

BATH

BA1 2BW

Flick through this mag and you'll notice just how many fighting games Virgin actually publish. Who better then then the people who bring you anything *Street Fighter* related to supply the perfect TV to play their games on?

\*Check out our other compo over the page. If you want to enter this or any of the demo challenges (see page 8) as well, include your answers along with your voucher too. Entering everything makes pretty good sense, wouldn't you agree?

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# **Future Gamer**

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# **IPREPLAY**



Mixing Street Fighter with Marvel Comics' infamous characters is hardly the worst idea we've ever heard, but is it a case of too little, too late?



(1) Ken gets the kicking he so richly deserves.
(2) Don't worry, though, he can dish it out as well as ever. (3) There's decent range of taunts, and they soon become part of the whole experience. (4) Stand well back, this is going to get nasty.





o one could ever accuse Capcom of being stingy with their massive Street Fighter range of games. From anime versions to motion-captured nonsense to compilations to the tie-in with Marvel, they've single-handedly monopolised the two-dimensional beat 'em up in such a way that even the most ardent fans are beginning to slightly wonder what Capcom are actually up to.

That said though, almost every single game with the *Street Fighter* logo bullishly emblazoned across it has been superb. Unbeatable in its execution and fiendishly addictive, we now look to the third game in the Marvel series that wisely puts together the classic characters from previous *Street Fighter* games with the very finest in Marvel's wacky catalogue.

Ported across with mixed success from the coin-op, Marvel Super Heroes vs. Street Fighter, the original, was widely acclaimed on its release as being one of the best versions of SF that Capcom had produced for years. The Tag Team mode was tuned to perfection and using the latest board technology, the animation and speed was far superior to anything that Capcom

Japan	ORIGIN:	Virgin Interactive	■ PUBLISHER:
2D hybrid	■ STYLE:	Capcom	■ DEVELOPER:
One to two	■ PLAYERS:	May 1999	■ RELEASE DATE:



or their peers had created before. That, coupled with the fact that you could now link battles together with the likes of Spiderman and Hulk with Chun Li and Ken, meant you were given a worthy game, well above any

sniffy suspicion of a whiff of a

quick cash-in.

Much criticism was floated Capcom's way with their handling of their X-Men vs. Street Fighter conversion, with the game's main original feature (the ability to tag between any two players at any point in the game) criminally missing from the PlayStation port. Instead you could only call in your second choice of character for either a Super Combo or Counter. Sadly, this feature is also included in MSH vs. SF, although Capcom have amended things slightly by including a new game mode, Cross-Over. In this, both you and your opponent are able to flip quite easily between two characters with one

condition... that you both choose the same two characters. Cop out? Slightly, but as the PlayStation seems incapable (according to Capcom, anyway) of loading in the data for four separate characters, it's a compromise that we simply have to accept.

The game has a complete list of 17 fighters available from the start (nine from Street Fighter and eight from Marvel). The full list is Spiderman, The Incredible Hulk, Captain America, Cyclops, Shuma-Gorath, Wolverine, Omega Red and Blackheart from





[1] Chunners feels Wolverines claws. And bursts into flames.





# **IPREPLAY**









Marvel and Dhalsim, Sakura, Ken, Ryu, Chun Li, Dan, Zangief and Bison from *Street Fighter*.

Along with the Cross-Over mode, there's a few more included specifically for the PlayStation conversion – although none really smell of originality. The Hero mode allows you to choose either the Marvel or Street Fighter side and then takes you through a tag match with two characters at a time until one side is victorious.

A more interesting addition, though, is Capcom's inclusion (finally) of a Practice Mode. With the organ-removing array of combos and specials at your disposal, it really is a long overdue feature in a *Street* 

Fighter game and possibly the most worthy new feature out of the lot of them.

Finally, and for purely aesthetic reasons, there's the Art Gallery. This opens up a series of sketches and pictures of the characters from both teams as you progress through the game. Utterly pointless from a gameplay point of view, but for the palm-sweatingly anal amongst you, probably enough to warrant a purchase.

As with all previous *Versus* games, *MSH vs. SF* does tend to

THE ART GALLERY OPENS
UP A SERIES OF
SKETCHES AND PICTURES.

# MARVEL SUPER HEROES VS STREET FIGHTER



have an almost unnatural balance with some of the characters. Wolverine, for example, is pitifully easy to master and almost unstoppable with his strength and speed. A strong odour of cheese could certainly be evident as the weaker players are bound to head straight for the likes of him.

The other problem with X-Men vs. Street Fighter that's been addressed to some degree was the level of animation. To keep the speed up in that previous game, Capcom removed a substantial number of the character's animation frames. Now, although there are more frames in MSH vs. SF, the speed is still (thankfully) fairly high. Whilst not being anywhere near the fit-inducing chaos of the original, the game's Turbo mode is fast enough for most of us.

The question at this stage is should anyone with any of the previous games consider *Marvel* 

Super Heroes vs. Street Fighter?
Although there are some definite improvements over the previous 'versus' games, it really boils down to any tweaks in speed and any other minor improvements that Capcom can make for the PAL

version before its release this May. Our advice to you? Check out the next issue of *The Official UK PlayStation Magazine*, naturally, which should contain the full review of the final game.

Dean Mortlock



# O POINTS

- Superb list of characters
- One of the best looking Street Fighter games yet.
- Significant Improvements over X-Men vs. Street Fighter.

# POINTS

Still lacking a proper Tag Mode

### **O** ADVANCE WARNING

There's plenty in the game and there are some improvements over the bland X-Men vs. Street Fighter conversion, but there are frown-causing worries about whether these improvements will be











# **PREPLAY**



# It sounds like a sneeze, or a throat being cleared. It's actually a fighting game. And a fighting game that boasts *proper* three-dimensional fighting...

espite its salubrious charms, the beat 'em up hasn't progressed much over the years. On the

PlayStation, the *Tekken* series is regarded as the best collection of fighting games money can buy. However, the major differences between the first *Tekken* and its sequels are largely aesthetic technology-led enhancements. Each subsequent game has

introduced new

moves and

features, but

in sharing the same design remit, all three games sing bawdily from the same hymn sheet.

Ehrgeiz: God Bless The Ring is different. Gone are the traditional bitmap backdrops and flat, limitless arenas. You can now practise your bone-breaking moves in isometric locales. These vary from moving elevators and trains to bogstandard boxing rings. More intriguingly, though, it offers locations – like the Rooftop venue – where there are platforms that players can use.

Let's say that you're faced by a big hulking opponent like Dasher Inoba and you've chosen the diminutive Yoko. Dasher's a big exponent of wrestling-style moves and has a tendency to laminate floors with faces. Let's go one step further and suggest that buttock is being kicked and Yoko is down to her last, infinitesimal piece of energy bar. What can you do? Well, if you're on the Rooftop stage,







[1] The lift descends as you fight. [2] Spike through the leg. Ouch. Not nice. [3] This one's on a moving train. [4] Ominous bridge. It does, as you'd expect, crumble.

icial LIK PlayStation Beat 'Em Up Special

34 00F

■ PUBLISHER:	SquareSoft	ORIGIN:	Japan
■ DEVELOPER:	<b>Dream Factory</b>	■ STYLE:	3D beat 'em up
■ RELEASE DATE:	ТВА	■ PLAYERS:	One to two

[1] Cloud's a firm office favourite. [2] And here he is again, with trademark sword. [3] Ranged attacks, the cheapest trick



of all. [4] FMV intro. It's very good. [5] This stage (Dome) isn't one of the best [6] The Rooftop stage is great, though.









there's a little building in the top corner. Jump on its roof and you can fight a brave last stand, negating Dasher's throw moves with a good defensive position and the odd kick to discourage his attempts to join you. Sound interesting? Why, it is.

Unlike other one-on-one fighting games where combat takes place on a simple horizontal axis, *Ehrgeiz* enables you to run where you please. Pushing the D-Pad or analogue stick makes your fighter run in the respective direction. It's a system not dissimilar to the fondly-remembered, *Double Dragon* and not a million miles from Core's recent *Fighting Force*.

Of course, if every flick of the control stick or D-Pad were to cause

you to turn around, it would make playing the game and performing simple moves a logistical nightmare. Recognising this fact, the developer has included an innovative lock button. Set to a default position by R1 and R2, this lock changes the way you move. Press it and you stop running in the specified direction – you'll move around your opponent instead.

This system may sound complicated, but it isn't. It's a

remarkably intuitive solution to a problem that has confronted games designers for years: how to transfer 2D-style fighting controls and devices into a 3D environment.

Despite its progressive nature, *Ehrgeiz* doesn't entirely stamp out almost two decade's-worth of fighting game tradition. Combos and special moves are just as important as they ever were, and the balance of fighting skills between its antagonists is similarly polished. Incidentally, its cast list includes familiar stars of Square's *Final Fantasy VII* – Cloud, Sepiroth and Tifa.

At present, there are no firm plans to release *Ehrgeiz* in the UK – even though a US release has just been confirmed – but *PSM* considers such a move likely. Just to be on the safe side, though, why not write to SCEE and *demand* a European release? In fact, after a few weeks of dedicated play, the *PSM* team is tempted to arrange a march on Parliament...

James Price



### O POINTS

- Visually very sharp, if a triflespartan in places.
- You can move where you please, in real 3D. Gosh.
- The lock button is outstanding.
- It's a top game to play against pals

### POINTS

- We have a few reservations about its blocking system
- The one-player game is excellent, but pales next to its multiplayer equivalent.

# **O** ADVANCE WARNING

Eurgeiz marks a generational leap for PlayStation fighting games, offering a style of puglism that complements, rather than replaces, the Tekkens and Street Fighters' in your collection. Sony needs to know that this game must be released in the UK.





[1] If this guy wins, does that mean he's given his opponent a 'Shuwen?' Hmm... [2] Is this the engagement ring? Oh dear...



# **PREPLAY**



# **Rend ya rompers** through rapacious, rioting roughness. It's roaring and indeed bloody too.

hen it appeared In February of last year, Bloody Roar impressed a lot of people with its fast and furious 3D aggro action which, combined with the added extra of the characters morphing into crazed beasts halfway through each bout which gave the whole experience added depth, set it apart from the crowd of feeble Tekken wannabes and instantly put it among the best fighters on the PlayStation. A seguel was inevitable, and that very follow-up promises to be all the first game was, and more.

Bloody Roar 2: Bringer Of The

New Age has Hudson taking their beastly beat 'em up and adding some impressive, if not exactly earth-shatteringly original, knobs onto the already polished original. The action follows the same pattern as before, with eight characters battling it out in a series of colourful arenas for the right to be chief head kicker on the block. Some of the characters from the first game have been optioned for the sequel, including Bakuryu (who changes into a mole!) and Alice (a rabbit) but there are a bunch of new protagonists including Marvel (a leopard), Busuzima (a

chameleon), Jenny (a bat) and Stun (an insect). Like before, the change from man to beast happens when your beast bar is fully charged, then a tap of Circle and from that point on, you're in command of a raging creature with its own set of moves and fighting methods.

The new game, like its predecessor, looks stunning. Running at a sexy 60 frames per second, the hi-res graphics enable the combatants to take part in frenetic fighting action in some frankly lush looking locales. Accompanying the barneying is a pounding rock soundtrack which











[1] Yugo first, then Marvel. [2] The rendered intros and cut-scenes are quite amazingly flavoured eyecandy. [3] The best time to achieve a KO is in Beast mode. [4] Staring out the opponent is recommended. [5] Put up your dukes, then put down the other guy. [6] These guys are animals.



Japan	ORIGIN:	Virgin Interactive	■ PUBLISHER:
3D beat 'em up	■ STYLE:	Hudson Soft	■ DEVELOPER:
One to two	■ PLAYERS:	April 1999	■ RELEASE DATE:



















perfectly complements the highspeed rumbles. There are also the usual trimmings of cut-scenes, twoplayer and Survival modes and plenty of gore.

From all of this, and the undeniable high quality of the first game, it looks like *Bloody Roar 2* could be onto a winner. Although *Tekken 3* still rules the roost when it comes to fighting games and in terms of character depth and sheer drag-you-in-to-its-world compulsion, nothing is likely to come close until a fourth instalment, this latest challenger looks like it's going to offer a genuine alternative with its lightning-quick speed, the simple control method and sheer



(1) Flash effects make the whole thing look splendid. (2) Combo fans will be pleased with the moves you can string together. (3) Another win for the aggro bunny.

[1] Yugo and Stun rumble for the right to be champ. [2] Yugo is the champ. [3] The replays are nicely done, with cinematic camera angles. [4] The message is simple, but it still stabs in the heart. [5] Busuzima's impression is that of the chameleon. [6] If all else fails, the old favourite flying headbutt is good to fall back on.

enjoyment factor (which promises to be huge).

So fans of the first game, as well as those looking for something a bit different from the usual beat 'em up fare, should be in for a treat with *Bloody Roar 2*. It may struggle to beat *Tekken* off the block, but for pure, adrenaline pumping aggro it's shaping up to take a place right up there alongside the best of the beat 'em ups.

Paul Wilson



### O POINTS

- Ravishing massage for the irises simply superlative.
- Intense, hyperactive affrays, majorly stimulating. Indeed.
- Booting up your bestial side. Bring on da ruckus baby.

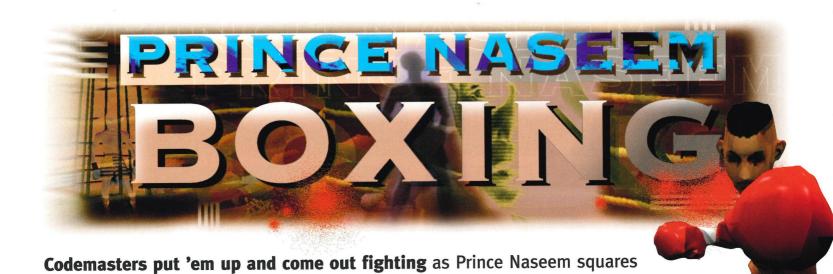
### POINTS

- A little slim on character choice. More would be admirable.
- Styles of brutality between characters can seem a tad samey.

### ADVANCE WARNING

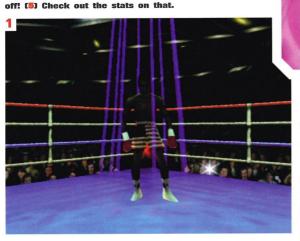
Bloody Roar 2 appears to be a mighty stride forward from its previous incarnation. It's generous with the visuals, hilarious to play and appears to offer a solid challenge. Fighting fit.

# **PREPLAY**



(1) Guess which country this guy is from. (2) It's an aerial view. (3) The opposition can sometimes be needlessly comical. (4) Three, two, one... we have lift

up for his PlayStation debut.



unsolved PlayStation mysteries. No, not how to get all the secrets on the India level in Tomb Raider III, but why on earth there isn't a half decent boxing sim. In the past six months we've been treated to Knockout Kings, which had a fair old stab but was sluggish at best, while Victory Boxing 2 was enjoyable but razzmatazzfree And then there's the Tekken question. If the king of fighters can give you pacy, slick and good looking action, why can't a boxing game? All you've got to do is put on some red gloves and wear leopard-skin shorts, and you're there, right...? Well almost, actually.

It's one of the great

Prince Naseem Boxing is very nearly ready, and it's shaping up to deliver a, well, knockout blow to any other boxing sim's hopes of selling any copies whatsoever. It's that good. Right from the off when the Sheffield superstar does his trademark flip over the ropes at the beginning of the bout you know this is looking rather tasty

O white

And it's not just the Prince's entry into the ring which is majestic. The entire game is as fluid, as fast and as smooth as these first scenes. Motion-capture? Not a bit of it. Codemasters believe it is this, much fêted, method of producing games





PRINCE NASEEM BOXING IS NEARLY READY AND IT'S SHAPING UP TO DELIVER A, WELL, KNOCKOUT BLOW TO ANY OTHER BOXING SIM'S HOPES OF SELLING... ■ PUBLISHER: Codemasters ■ ORIGIN: UK

■ DEVELOPER: In-house ■ STYLE: Boxing sim

■ RELEASE DATE: March 1999 ■ PLAYERS: One to eight











(1,2) Codemasters
eschewed the motioncapture design route
and animated all the
characters. (3) This ugly
mug is the trainer.. (4)
Despite the clichéd
nature of the other
boxers, there are lots of
them. (5) It's when
you're in the ring that
action counts.

that is making boxing sims so slow, so instead every single move, from upper-cuts to the slightly lower than the belt punches, has been painstakingly animated. Besides, you couldn't really imagine Naz being too happy standing around all day with rubber pads attached to every square inch of his body...

The fight proper is an intense affair to say the least. Keeping the jabs going and maintaining a good defence
are just as
important as
the bigger
punches. And
you can avoid

incoming fists by some quick shoulder button usage. Also, just like the real thing, constantly going for the haymaker punches leaves you wide open to attack, so you really do have to use all your tactical nous to



win. As well as your fingers
- suffice it to say we were all
wincing after each round.
Gumshields? We wanted
Thumbshields.

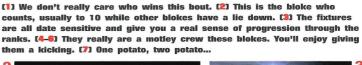
There are three different play modes, Career, Showcase and Arcade. But more of the last two later, what really got us dying our hair grey in a Don King-stylee was the Career mode. It's a management option in the mould of *Premier Manager 99*, except here you get to play (or, perhaps more seriously, fight) yourself! You pick up a boxer in the early days of his career. He is young and naive, but with training and sparring in the gym you can build him up in preparation for

### LIKE THE REAL THING CONSTANTLY GOING FOR HAYMAKER PUNCHES LEAVES YOU WIDE OPEN TO ATTACK, SO YOU REALLY HAVE TO USE ALL YOUR TACTICAL NOUS...











# **PREPLAY**





(1-4) Despite what some mischevious friends may have lead you to believe there are no such things as ring spotters. In fact it sounds quite illegal. (5) They don't look pretty but their mothers would love them - if they were real and not just invented and then drawn by some videogame programmers and artists. Don't you agree?





eight computer boxers in a round professional fights. It doesn't stop at robin tournament to find an the skipping rope either - diets and fight diaries are included as you make are 16 different boxers to choose your way up the ladder to bigger fights with larger purses in better from here, and the same number of arenas. Before long, the gym where locations around the world. Finally, you took part in your first fight will seem a distant memory and you'll be fighting in the equivalent of Wembley Arena, where the crowd actually stand and cheer if you throw a good

combos into victories and you swiftly become a millionaire... until old age forces you out! It's this attention to detail which is going to make Prince Naseem Boxing a winner. And check this, there are 90 different boxers to compete against in your quest!

combination of punches. Turn those

The other two options will be more familiar. Showcase boxing allows up to seven of vour mates to compete with



there's the one-shot arcade-style bouts, a favourite round our way for a quick blast after a night down the pub. Brilliant. All the

options are in

































# Prince Naseem Boxing

11 Stuck in the corner with mindless goon again. (2) Naseem is actually not a real Prince. (3) This boxer re-enacts moments from his childhood. Here he's making angels in the snow. (4-5) This is not from the bucket carrying, it's A Knockout section. At all. (6) There is, for the short-sighted, very little going on in this ring at the present time.

place, then, but after a while it's the little things you'll notice which make a real difference. For example, as you get to fight in the larger arenas, some of the lighting effects are superb. Spotlights home in and twist around on your fighter before hostilities commence, and camera flashlights go off in the crowd constantly. Under the glare of said lights, the boxers start sweating in the heat of

the action. All good stuff.

The boxers themselves are perhaps the only disappointment at this stage. Unfortunately, Codemasters have obviously been watching too much WWF: Prince Naseem is the only real name (who can be beaten – but only in this game it seems) and the rest are horrible clichés – the Scottish fighter has face paint and a nasty kilt, and that's just for starters. It would have been better – and easier – to

have normal fighters coupled with ISS Pro-style similar names. Still, this is a very minor quibble. The boxers are varied, some orthodox and some southpaw, some fast, some slow but with incredibly powerful punches.

Find two evenly matched fighters and you really will play all night. Or at least until the Sky Pay Per View fight comes on at

3am, anyway...
And as a
means of
relaxation, you
can immediately

wallow in the glory of your hard-earned knock-downs by watching a full action replay from a number of different angles. With such good looks, *Prince Naseem Boxing* really is something you'll want to see over and over again. Can it be that finally, that Holy Grail of the decent, playable boxing sim is upon us?



### O POINTS

- Incredibly fast and fluid action.
- Unique and effective control system.
- The Career Mode ensures lasting appeal.
- Well realised fighter Al.

### POINTS

Clichéd fighter characters.

### **ADVANCE WARNING**

As entertaining to play as Naz is to watch. Prince Naseem Boxing showcases everything the Sheffield champion brings to the sport, with fast action, immediate results and a few arrogant taunts thrown in for good measure. It's a pity the opponents aren't as well devised as the game mechanics, as the stereotypical boxers add unwanted levity to a surprisingly realistic simulation. We're very impressed.



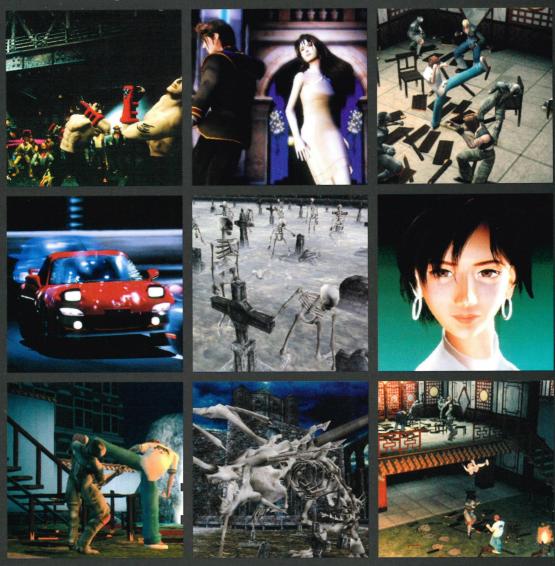








# The next generation PlayStation: Edge reveals all



16 million polygons per second and counting: Sony redefines the superconsole





# PlayTest

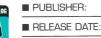


(1) "Perfect" pretty much sums it up. (2) Jin and his grandad Heihachi in the ultimate blood-fuelled tussle. (3) Take that, woodboy! (4) Check out Sony's Tekken 3 Web site at http://www.playstation-europe.com/tekken3. (5) Even during throws the polygons never become confused. (6) Nice gloaty pose there. (7) Go for a multi-hit juggle. (8) Use sidestep to dodge attacks. (9) "Take that you rotter." (10 - 11) Top replay action. (12) We sense a throw coming on.









■ PUBLISHER:

September 1998

SCEE DEVELOPER:

■ STYLE:

■ AGE RESTRICTION:

Namco 15 and over

PRICE:

£44.99

2.5D Beat 'em up

(1) Impacts glow in the dark. (2) And he's down like a sack of spuds. (3) Wahev! (4) Muscle Vs Machine as secret character Gun Jack takes on Lei Wulong (5) Kuma the massive bear is the first secret fighter.









# Tekken 3



The Third King of Iron Fist Tournament is here, but is it worth entering if you're still recovering from tournaments one and two? PSM says "Oh yes..."



et the fighting cease. Tekken 3 is the best fighting game on the PlayStation. No other fighting game can rival its depth, its rewards, its superb moves, graphics and animation and, ultimately, the intense pleasure to be gained simply by playing the thing. But then you already knew that...

That said, there's no denying that T3 is not as far removed from T2 as some players had hoped. It shares the same basic sheen and angular construction to its fighters. And those backgrounds still aren't proper 3D, just wrap-around 2D backdrops, curved to look like 3D. Also the UK PAL version of T3 has tiny borders

REGARDLESS OF HOW THE TWO FIGHTERS CLASH, THE IMPACTS, RECOIL AND REACTIONS ARE GRUESOMELY REALISTIC.





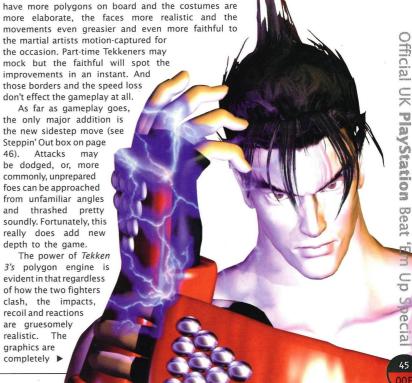
(1) Clash of the Weirdos. (2) The final boss, Ogre appears in two forms, the second uses the spirit of the fallen Heihachi in order to become really nasty.

and is visibly ever so slightly slower than the NTSC original, Shame. However, T3 does look better than T2. The fighters

movements even greasier and even more faithful to the martial artists motion-captured for the occasion. Part-time Tekkeners may mock but the faithful will spot the improvements in an instant, And those borders and the speed loss don't effect the gameplay at all. As far as gameplay goes. the only major addition is

the new sidestep move (see Steppin' Out box on page 46). Attacks may be dodged, or, more commonly, unprepared foes can be approached from unfamiliar angles and thrashed pretty soundly. Fortunately, this really does add new depth to the game.

The power of Tekken 3's polygon engine is evident in that regardless of how the two fighters clash, the impacts, recoil and reactions are gruesomely realistic. The graphics are completely >

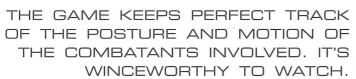












▶ flawless. We spent hours watching for a single glitching polygon, for a hint of flicker or uncertainty from the game code, but we came away with sore eyes and a blank notepad. Fighters' limbs interlock, seven shades of shine are knocked from bodies, man and

beast are sent wheeling into the air and still the game keeps perfect track of the posture and motion of the combatants involved. It's winceworthy to watch. These people are actually hitting each other.

The basic *Tekken* style of fighting goes thankfully unchanged. You have two punch buttons and two kick buttons, each triggering a specific limb. Pressing combinations of buttons simultaneously and/or teaming them with D-pad directions, be they held or tapped, produces different special moves. The

sidestep move is rather clumsily placed on the D-pad, though, requiring a double tap up or down to execute one. We staunchly recommend placing said moves on the shoulder buttons something made possible by the superbly flexible control assignment options. While

you're at it, put the basic throws (left punch + left kick and right punch + right kick) on the other shoulders and at least try the pad with a Dual Shock pad too. Impacts are related to the pad with an array of jolts and buzzes but as these seem to occur just after the on-screen action you'll find





(1) Mokuiin doesn't have his own moves. Instead he copies other fighters. (2) Paul turns the other cheek. (3) Cool throw - Forest Law turns his back on his beaten enemy and shakes with rage. [4] Brilliant backdrop, n'est pas? (5) The rumours are true. Paul can't hold his feelings back any longer.

they ruin your concentration. Still, it's a fun sensation for five minutes.

After getting to grips with basic fighting your first task is to master the timing of special move button presses - not too slowly and not too quickly. Once you

have that, it's surprising how quickly you learn a decent batch of specials and how convincing a fight you can put up. After this comes combos (chains of specials), tenstrings, combos, stuns and staggers, counters (major and minor) and so begins the long and

winding road to Tekken mastery. T3 is a hideously



### ADD-ON 1: TEKKEN FORCE MODE

erhaps the wildest of the extras is the Force mode. Remember the scrolling beat 'em up? Final Fight? Streets of Rage? Force mode is a homage to such past works and you must steer your fighter along a smoothly-scrolling backdrop from left to right duffing up all comers. The other characters act as end-of-level bosses (there are eight levels) and a new cast of Tekken-Shu troops - shady armoured Ninja-types - stroll on in anything up to three at a time to sort you out. Each victory earns you extra time and occasional brown sacks top up your health. A game in itself. Great fun.







# Tekken 3

### **MODUS OPERANDI**

ekken 3 offers a host of play modes in order to make your enjoyment of the game last as long as possible.

Arcade Mode: The basic arcade game. Pick a fighter then fight ten other fighters of the game's picking. As you reveal more and more secret characters, they too are added to the fighting roster so, not only do you fight as the extra characters, but you'll meet them sooner or later under CPU control in the single-player mode too.

Vs Mode: Perhaps the real meat of Tekken 3. You know the score - two players pick a fighter each and try to kill each other with their bare hands. And feet. And psychic rays. And fiery breath. And so on.

Team Battle Mode: Neat. Pick a number of fighters (one to eight) and then stock your roster with a chosen band from those revealed. The CPU will then do likewise (or a second human can do sol and then begins the fighting. The first players from both teams clash, the winner staying on to fight the next in the other team. So it goes on until one team has no fighters left. A table shows just who beat who and the winner is declared.

Time Attack Mode: Play through the game (in an arcade-type way) only with a counter top-right showing you just how long it has taken you. Do it faster to win a better ranking and beat your mates' sorry efforts.

Survival Mode: Pick a fighter and work your way through the throng – with a difference as you retain the power-bar from the previous fight. Thus if you endured a pasting in one fight, you've only a sliver of strength and a ghost of a chance the next. A tiny amount of energy is added to your bar as a reward for each fight, but it's not enough, damn it. The number of fights you

win, the better you are. On and on it goes. Until you die.

Practice Mode: All the tricks for every fighter (apart from some combos and near impossibles) are actually built into the game. Go to Practice mode, pick a fighter, pick a dummy opponent (who'll patiently stand and take a leathering) and kick and punch away, calling up the character's moves and monitoring your button hits via the on-screen display. Clever.

Tekken Force Mode and Tekken Ball Mode: See the boxouts on pages 102 and 103 respectively.

(1) What Gun Jack lacks in speed he makes up for in power. (2) Nimble Xiaoyu's strengths are her kicks. (3) Eddy's easily unleashed kick combos make even beginners look good. (4) Down boy. (5) Familiar characters have new move sets – with some classics being retained.







# BEING ABLE TO STOP AN INCOMING PUMMELLING BEFORE IT STARTS IS JUST AS IMPORTANT AS DELIVERING YOUR OWN.

complex beast. Behind the basic system of moves there are counter moves that block attacks (counters). Being able to stop an incoming pummelling before it starts is just as important as delivering your own. These are then dependent on your stance (standing or crouching) and the direction of the attacker. Dashing, running (extended dashing), hops, jumps and sways will enable you to evade punches and knowing when to throw and when to fight is an essential skill. For everything you learn, there are five other options that are opened up. And this is different for every character...

Unlike *Tekken 2*, the extra fighters are revealed in sequence, irrespective of the fighter you used to beat the game. In the latest version, you must beat the game a certain number of times to earn the character (see Secrets box on page 49 for more details). ▶



### STEPPIN' OUT

ne of *Tekken 3's* most major gameplay additions is the new into and out of the screen sidestep moves. Such trickery is not new in fighting circles (even old *Toshinden* made use of the feature), but its inclusion in *T3* makes for different and exciting gaming.





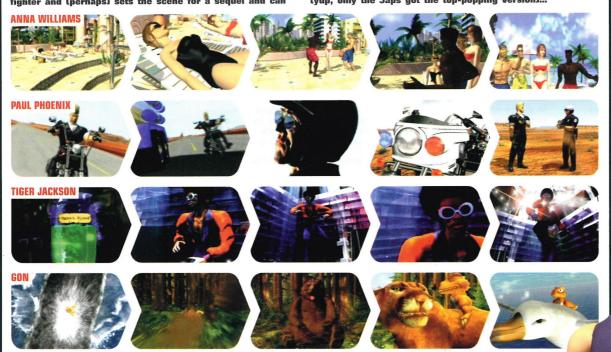




### THE BITTER END

s followers of *Tekken 1* and 2 will testify, reward is gleaned not only from revealing the secret fighters and modes, but in lying back and enjoying the characters end movies. Each explains a little more about the fighter and (perhaps) sets the scene for a sequel and can

be viewed via the Theater mode. Cleverly, this not only enables you to watch characters' endings but, if you insert a *Tekken 1* or *2* disc, you can watch those too. Here are five of our favourites, including the censored Anna ending (yup, only the Japs got the top-popping version)...



▶ Once done, you now have yourself a total of 20 characters – far in excess of any other fighting game (except the original *Tekkens*). Okay, this is a teeny copout as Kuma and Panda share the same moves, as do Ogre and True Ogre. Also Mokujin – brilliantly – selects a move set at random from the other characters at the beginning of each fight, so he's not 'proper' either. The final two characters are Dr Boskonovitch and Gon. Here

FIGHTERS MAY HAVE CHEAP OR CHEESY MOVES, BUT YOU WILL LEARN THE COUNTERS AND BLOCKS TO HALT SUCH CHEATERY.

ownership is reliant on success at two of *Tekken 3's* extra modes (see Modus Operandi boxout on page 47).

Masterful character design means that no-one ever has the upper hand. Fighters may have cheap or cheesy moves, but any player worth their mettle will learn the counters and blocks to halt such cheatery and drub, drub and re-drub their opponent for such impertinence. Only the strong, righteous and skilled will survive.

The inclusion of so many characters, so many modes and so many options is a gaming gift from the gods (of fighting).







(1) A quick sidestep here a dodge there and Heihachi's in the perfect throwing position. (2) Bummer... (3) The backdrops look 3D but are still 2D wraparounds.







First of all, the promise of secrets and extras to be revealed gives you a reason to play the game (as if one were needed). Only by sustained and, by the end, expert play will you see all that T3 has to offer. There are always those irritating empty character selection boxes niggling away at the back of your mind... Secondly, once you've amassed the full crew of fighters, mastered the oddity that is Tekken Ball and gawped at every FMV treat in the Theater, you then have to learn all the moves of all the fighters - many of which involve grossly complex multibutton hits and nanosecond perfect timing.

It's here that you must make a decision: you could



(1) Time Attack mode is an interesting diversion once you've mastered the game. (2) Try and fight your way through in the shortest time.



TEKKEN 3 IS A MEISTERWORK OF FISTICUFFS - A FIGHTING GAME FOR TRUE FIGHTING GAME CONNOISSEURS.

always sling the game back in the toybox and go and play something less taxing. But if you think that's likely then Tekken 3 isn't for you. You just don't deserve it. Tekken 3 a meisterwork of fisticuffs - a fighting game for true fighting game connoisseurs. This is a game for players who have the time, skill and determination to dedicate a fair portion of their waking hours for the next six months into mastering the art - The Art of Tekken 3. This is the greatest fighting game ever made and if you don't want to play it to death it's not because of any fault in its design or inception, it's simply because you're too scared and too weak. Step aside, and let the true Kings of Iron Fist step to the dojo. Let the fighting commence.

Daniel Griffiths

### **SECRETS**

Beat the game in Arcade Mode once, twice and so on to reveal the next ten characters. They appear in the following order: Kuma/Panda Cuse punch to select Kuma and kick to select Panda), Julia, Gun Jack, Mokujin, Anna, Bryan, Heihachi, Ogre, True Ogre.

t Tuer Beat Arcade mode 16



times with different characters then highlight Eddy and hit Start. Tiger has the same moves as Eddy and is really just an alternate costume.

**Get Dr R:** Beat Force Mode four times.

Get Gon: Beat the Tekken Ball mode



n Ball Mo game with any nine fighters.

tre Moder Win with each of the initial 10 fighters. Get extra Sound and Disc options by beating the game with everyone except Dr B and True Ogre.

s Play as each of the following characters in the



following number of fights in any game mode (apart from Practice). It doesn't matter if you win or lose: Play as Jin 50 times, Ling 50 times, Anna 25 times and Gun Jack 10 times.

First get Gun Jack's alternate costume (see above) then beat the game while wearing it.



### VERDICT



■ GRAPHICS:

**■** GAMEPLAY:

10 Controls:

10 Violence:

10 Specials:

10 The best fighting game in the world, ever. Excellent from day one and the

more you play it, the better it gets. 10 Totally without equal.



Official UK PlayStation Beat 'Em Up Special

# TEKKEN controll

After firmly establishing itself in the highly competitive arcade racing circuit, Namco took on an even tougher challenge and stepped into the beat 'em up arena. Enter the Tekken...

You've read the review and played the demos. Now join us as we take an in-depth look at the phenomenon that is Tekken.

j<mark>e 52 ...... Tekken</mark> Family Tree e 54 ... The Tekken 3 characters in-... ... depth rage 60 ... The team behind the *Tekken* ...... series

o many, Namco's decision to release an arcade title based on PlayStation technology way back in December 1994 may have seemed a curious approach, particularly as its direct competitor, Sega's Model 2-powered visual fest known as Virtua Fighter 2, was evidently wowing the coin-op playing crowd.

True, Tekken (as it was known) had lost the graphical battle even before it had entered the ring, but what it may have lacked in aesthetic appeal, it more than made up for in gameplay. The control system was more than revolutionary, with each of the four buttons corresponding to a character's particular limb. Only one other game in its genre could offer the kind of depth and intuitive play found in Namco's lesson in gaming principles. Indeed, Tekken easily matched (some would argue outclassed) Sega's effort kick for kick, and the inventor of PacMan had deservedly carved itself a substantial proportion of the arcade beat 'em up market.

The importance of the choice of technology only became apparent three months later, as PlayStation owners in Japan

loaded up their personal copy of Namco's supreme fighting title on Sony's new 32-bit machine. After a ridiculously brief eight seconds (during which an arcade-perfect round of Galaga was playable to occupy those for whom eight seconds is still too

> long) and once the intro sequence with its succession of impressive CGI

imagery finished, players were faced with a near arcade-perfect version of Tekken. To this day, Namco's title remains one of the closest contemporary arcade conversions to grace a home format.

As is usually the case, UK players had to endure a frustrating wait of several months before they could get their hands on the slower, letterboxed PAL version. However, despite the infuriating technical limitations Tekken's essence remained intact - eight superbly-designed, sublimely-animated and admirably-balanced characters (plus nine bosses) all wrapped up in relentless playability. It's perhaps not surprising, then, to find out that Tekken enjoyed overall global sales in excess of a million units, which places it snugly alongside Ridge Racer, Namco's other marvel of the time.

However, time is a commodity that has a tendency to move twice as fast in the

game (excitingly named version B) appeared to relieve players of more of their hard-earned yen and the popularity of the series remained undiminished.

The inevitable and much-awaited PlayStation version appeared (again in the East) in March 1996 with Namco appeasing many fans by converting the B version of the arcade game. Like its coin-op brother, PlayStation Tekken 2 was a





...PLAYERS WERE FACED WITH A NEAR ARCADE-PERFECT EXAMPLE OF TEKKEN. TO THIS DAY, NAMCO'S TITLE REMAINS ONE OF THE CLOSEST CONTEMPORARY ARCADE CONVERSIONS TO GRACE A HOME FORMAT.

videogaming industry as elsewhere. And so, while the virtual fighting world continued to blister its joypad thumbs trying to perfect their deadly multiple hit combos, Namco's Yokohama R&D headquarters unveiled a little project that had occupied its top coders for a considerable length of time. Tekken 2 hit the Japanese arcades in August 1995, gaining an immediate massive and loval following. Two months later, another version of the

considerable graphical improvement over its predecessor. Gouraud shading was replaced by light-sourcing, the fighters had improved modelling and the frantic combat also often featured some impressive spot effects. Again, the PS adaptation was magnificent, with Sony's machine offering players the arcade experience as well as a host of all-new gaming options. Team battle and vs made a return. but survival mode (where players must fight









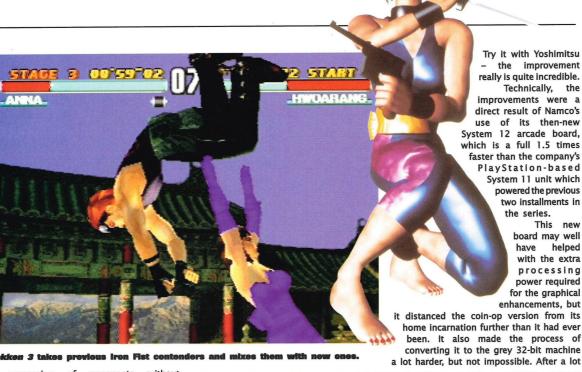








(1-3) The Gouraud shaded look of the original game is years behind the latest insta frequent, too. (8-8) Tokken 2's characters looked more angular, but the light sourcing was a big impro



succession of opponents without replenishing their energy bar) was a welcome and pleasing addition, as was the magnificent training option. This consisted of a dummy adversary seemingly eager to have polygon

excrement kicked out of it by players practising their 10 hit combos via the on-screen icons.

This time around players could choose from 10 initially available characters with a further 15 to discover and even then there were other hidden extras to uncover. Tekken 2 was absolutely packed with improvements, most notably in the gameplay department which included a host of new moves, attack and counter attack possibilities. Although seemingly impossible, Namco had once again rewritten the playability book.

Of course, Tekken's creator has done some more writing since.

TEKKEN 2 WAS ABSOLUTELY PACKED WITH IMPROVEMENTS, MOST NOTABLY IN THE GAMEPLAY DEPARTMENT WHICH INCLUDED A HOST OF NEW MOVES. ATTACK AND COUNTER ATTACK POSSIBILITIES. Tekken 3 hit the arcades in early 1997

and even the most cynical individual failed to remain unimpressed. Bettering its previous compulsive gaming experiences would be a task few people would be prepared to take on, yet Namco carried on unphased. Good thing too, because the master hasn't lost its touch. Visually, Tekken 3 has had another impressive graphical overhaul. The characters are far more detailed and better designed than before and, although it may not seem immediately apparent. placing the three games side by

side rapidly dispels any doubts.

of headaches and time coming up with increasingly complex compression routines, the team has managed to not only include all of the character data from the arcade version, but they've also managed to get it running in the PlayStation's hi-res mode at a fluid 60fps (for the NTSC version, 50fps round these parts). The backgrounds may have needed simplifying, but this was more than made up for by the PlayStation-only additions, which were better than anything that had been previously attempted. Having transferred the technical side of the proceedings, there was no reason to suspect that the team would fail to port Tekken 3's astounding gameplay improvements. They didn't, of course.





[1-3] Few people believed that Namco would be able to maintain the quality of its arcade version who Sony's PlayStation. The graphical difference is surprisingly slight and, of course, the outstanding gan





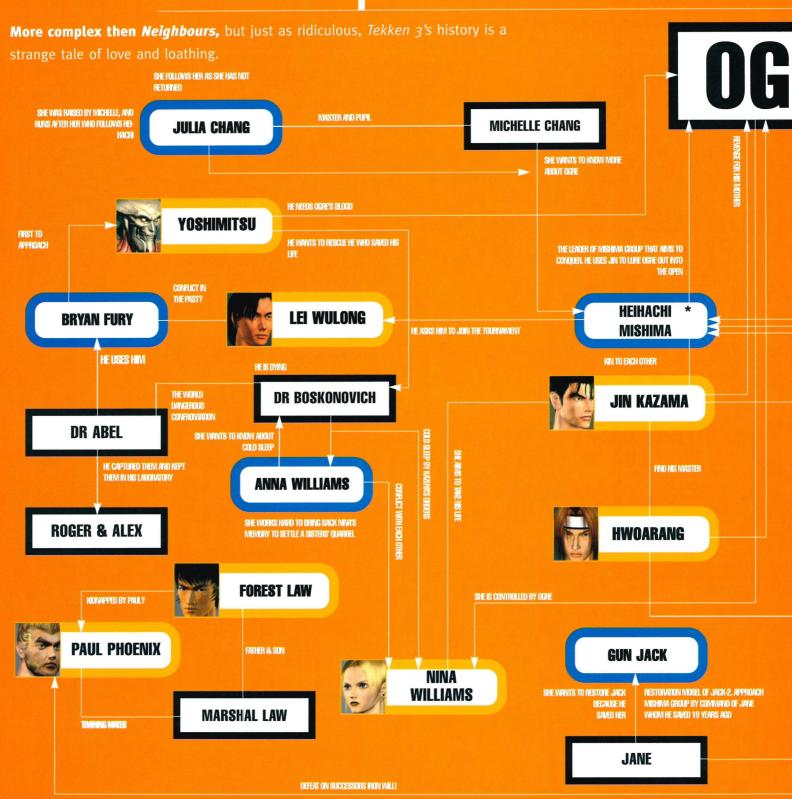


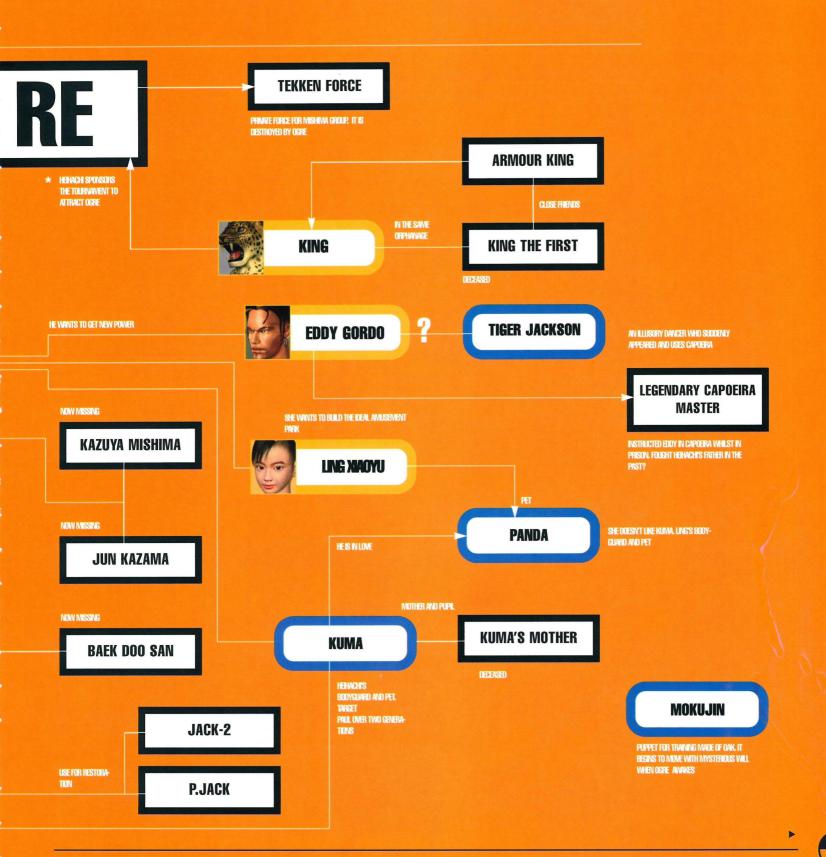


dar featuring *Teldcen* arre bit of

# ANALYSIS TEKKEN

# FAMILY TREE





# FIGHTING FIT I

While everyone understandably concentrates on Tekken 3's unmatchable graphics and gameplay, we take a look at the characters' colourful history and discover exactly what makes them tick...

> ou could simply pick up the joypad and play Tekken 3 to your heart's content without once thinking about the characters in the game. But, they've all got a reason for being in the tournament, and some have been around significantly longer than others.

It all started when a wild-haired Heihachi Mishima, head of a global financial group, decided to sponsor what is now referred to as The King of Iron Fist Tournament, which pits the world's best fighters against each other. It quickly transpires that, judging by

forced to work on its secret and no doubt ozone unfriendly projects. Nina Williams is an Irish secret agent (ie, assassin) sent with orders to kill Mishima, whose sisterly rivalry gets in the way of the task. Marshall Law is a lightning-fast martial arts expert who fights to right the wrongs of this corrupt world (probably). Then there's Michelle, a Native American with a few questions for Heihachi regarding her tribe's secret treasure and legends of a God of Fight. Jack, a Russian military cyborg who develops a conscience and likes to save little girls who wander around chemical warfare zones. Lastly is

JUN REALISES THAT THE GOD OF FIGHT SEEKS THE SOULS OF THE WORLD'S BEST FIGHTERS. AND THAT HER SON THEREFORE RISKS SPENDING THE REST OF HIS LIFE LACKING WHAT MANY MAY CALL A PERSONALITY.

the way he handles himself (or rather his opponents), Mishima has watched a few Bruce Lee flicks in his time and learned a trick or 10 in the process.

Nevertheless, without opponents these skills would be rather meaningless and soon enough, eight contestants foolishly sign up. They couldn't be a more mixed bunch and several of them have a questionable state of mental health. Take King - a

Mexican wrestling

priest who, in

greatest fighter

between fights dressed as a leopard, runs an orphanage in what looks like rural Switzerland. Or Paul Phoenix, a martial artist whose obsession to become known as the world's

indicates severe self-confidence problems. He spends most of the tournaments fighting Heihachi's pet bear Kuma, and is one of the few characters to challenge its owner for the 'silliest haircut in a videogame

> ever' award. Yoshimitsu is a space-age cyborg samurai in search of his master, a Dr Boskonovitch who was kidnapped by the evil Mishima corporation and

Kazuya Mishima, who is related to the man holding the tournament. He is, in fact, Heihachi's son and in a bizarre turn of events, his lust for power sees him beat his own father, before throwing his defeated body into a gorge, without a hint of remorse.

Two years pass and Kazuya, his head spinning from continual increases in power and wealth, organises the second King of the Iron Fist Tournament, Two new contestants step forward. First in line to smash Kazuya's limbs is Jun from Japan, whose hatred of Mishima junior is visibly apparent, but whose

motive is less clear. Closely behind her is Lei Wulong, an athletic Hong Kong detective who enters the tournament hot on the trail of Bruce, a Thai boxing expert who plans to use the Iron Fist as a way of escaping Lei's relentless pursuit.

Not having learned their lesson first time around, the rest of the gang returns. Paul again loses the tournament having spent most of it engrossed in fighting his old furry adversary Kuma. Having turned to drink and wandering dark alleys at night, King suddenly regains his will to fight. Good thing too as there are now more children to feed. Yoshimitsu, now leader of the Manji Clan, a group of thieves adhering to Robin Hood's principles, hopes to distribute Mishima's wealth among the poor. Nina's quarrels with her sister continue to impede her mission, Michelle still wants some answers and Law has found more wrongs to right. Yet who should turn up to spoil Kazuya's fun, but his own father. Having only now finished climbing his way back up the rock face, Heihachi defeats his son and regains control of his family's corporation. It turns out Kazuva had made some sort of pact with the devil, the source of his mysterious power. Unaware of this crucial aspect, Heihachi throws his son into the crater of a nearby volcano.

Determined to repair the damage caused by his son's disastrous reign and restore confidence in other financial leaders, Heihachi dispatches Tekken Force, a private army trained to end conflict between nations, feed the poor and generally do Good Things. World peace is finally achieved.

Fifteen years later, while excavating an ancient Native American site, Heihachi's Tekken Force comes across a mysterious

























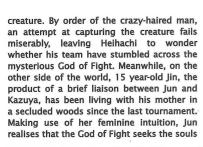












the end of the last tournament, Jane stumbles across a program belonging to Mishima Heavy Industry, a subsidiary of the Mishima Finance empire. After installing an emergency substitute program, Jane heads for Heihachi's corporation with Gun lack to restore the rest of the secret code into Jack's memory banks.

Having spent the last 15 years as a subject Boskonovich's cryogenic sleep chamber, Nina is about to wake up as fresh as the day Heihachi's troops caught her arguing with

his first tournament entrance, charged with the task of collecting Dr Boskonovich's brain data. Given that he'll have to go through the improved Yoshimitsu in order to successfully complete his mission, he could be making a swift exit. The improbably-named Hwoarang ioins the new faces in the tournament and has vowed to use his Tae Kwan Do skills to avenge his teacher and mentor Baek, who came off worse for wear after a run-in with the God of Fight. Ling Xiaoyu, a 16 year-old Chinese girl, is in it solely for the money. Obsessed with the idea of building an amusement park in her native land, Ling hopes Heihachi will honour his word of paying for it should she win the tournament. Lastly, Eddy Gordo, heir to the throne to one of Brazil's wealthiest families, witnessed his father's murder by members of a rival organisation. After a stint in prison spent learning the art of Capoeira fighting, Eddy enters the tournament seeking info that may lead him to his dad's killer. Meanwhile, after four years of training under Heihachi's guidance, Jin is ready. The third King of the



IT QUICKLY TRANSPIRES THAT JUDGING BY THE WAY HE HANDLES HIMSELF (OR RATHER HIS OPPONENTS), MISHIMA HAS WATCHED A FEW BRUCE LEE FLICKS IN HIS TIME AND LEARNED A TRICK OR 10 IN THE PROCESS.

of the world's best fighters, and that her son therefore risks spending the rest of his life lacking what many may call a personality. As soon as the thought enters her mind she finds herself having to face the demon. Unable to vanquish him, she dies protecting Jin, who has long been told to find his grandfather in case of trouble. Vowing to avenge his mother's death, Jin asks Heihachi to teach him the technique needed to destroy the God of Fight.

Having trained relentlessly and won many tournaments over the last 19 years, 46 yearold Paul returns intent on finally claiming the tournament that has continuously eluded him. His task may prove difficult, however, because although Kuma has since died of old age, his son has spent his entire life training with the aim of defeating Paul in battle. The latter has also managed to persuade Forest Law, Marshall's son, to enter the tournament, despite his father forbidding this. After many years of solving international crime, Lei is also lured into the tournament by Heihachi's promise of a personal reward that the supercop finds unable to resist.

King makes an appearance but, under the leopard mask, hides the face of a 28 yearold brought up in the orphanage. Trained by Armour King after King was found killed, his replacement has learned the murderer's identity and heads for the Tournament intent on having a chat with the God of Fight.

Elsewhere, while trying to reprogramme Jack after his deactivation by a satellite at her sibling instead of fulfiling her contract. Refusing to grow old while her sister benefited from some beauty sleep, Anna got her own chamber and set the timer to match Nina's. as a way of continuing their dispute.

New blood arrives in the form of Julia Chang, an archaeologist raised by Michelle's tribe and intent on discovering what happened to her foster mother. Bryan Fury also makes









Iron Fist Tournament can finally begin...

















# TEKKEN 3 CHARACTER PROFILES |

Ithough having lived for only 19 years so far, Kazuya and Jun's son has a lot on his plate. He has spent the last four years under his grandfather's unforgiving teaching. Jin has synthesised his parents' different fighting styles into a unique blend of Judo and Karate, although a lot of Kazuya's moves are recognisable and he is probably the most complete fighter of the lot. Now all he's got to do is defeat the hideous God of Fighting that claimed his delicate mother's peaceful life.



Nationality: Japanese

Fighting style: Advanced Mishima style Fighting Karate, Kazama style of self-defence

Age: 19 Height: 180cm Weight: 75Kg **Blood type:** AB

Hobby: Long walks in the forest

efusing to accept the sad fact that he is probably too old for this kind of thing, Paul is a lot like some ageing rock stars we could mention. However, the years since the last tournament have seen Paul graduate to a world-class fighter and posters of him in action adorn the walls of any aspiring teenage boy. If he's got any sense, this time he'll stay out of the way of violent ursine creatures. Given his surprisingly athletic form and powerful attacks, he could finally make it to the top.







Nationality: American Fighting style: Combined martial arts based on iudo

**Age:** 46 Height: 187cm Weight: 81Kg Blood type: O Occupation: None **Hobby:** Motorbikes

Likes: Pizza and riding his bike

Dislikes: Falling off it





aving spent his entire life training at his father's dojo, Forest is eager to prove himself on the world circuit. However, his father doesn't believe in meaningless violence and forbids him from entering the contest. Nevertheless, the young Forest joins the other contestants, convinced that his fast and varied repertoire of attacks will leave the opposition lying down. Given his father's enraged reaction upon hearing the news, Forest might face an Iron Fist tournament of his own once he returns.



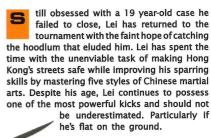
Nationality: American Fighting style: Shaolin-influenced martial arts **Age:** 25

Height: 177cm Weight: 66Kg Blood type: B

Occupation: Dojo sweeper Hobby: Shopping

Likes: Credit cards

Dislikes: Riding pillion on Paul's bike







Nationality: Chinese Fighting style: Five-Style Chinese martial arts **Age:** 45

Height: 175cm Weight: 65Kg Blood type: A Occupation: Policeman Hobby: Movies, naps

Likes: Sony products Dislikes: Crimes, villains



he new King hasn't had a particularly happy life. Brought up in his mentor's orphanage, he felt compelled to take over his mission after hearing the news that the former had been terminated in combat. Trained by Armor King, his predecessor's ally, and donning the same silly mask and tail, the young King may be slower than other fighters, but given the chance he is as deadly as his predecessor. Oh, and he's got revenge on his mind, so you'd do well to stay out of his way.









orphanage managing Hobby: Pleasing children

Likes: Drinking sessions with Armour King

Dislikes: Children's tears

he Robin Hood of the cyborg thieving world makes a return, boasting improved mechanical bits enabling him more fluid motion than ever before. His relationship to his creator, Dr Boskonovich, borders on an almost fanatical slave-like devotion with the Ninja-esque robot coming to the rescue of his flesh and bone friend every time the latter gets into trouble. Unfortunately for our skilled metal fighter, this tends to coincide with every Iron Fist tournament. Right, better get on with it.





Weight: 63Kg

Nationality: None Fighting style: "Manji" ninja arts Age: Unknown Height: 178cm

Blood type: O (has blood apparently) Occupation: Leader of the thieving

Hobby: Watching Sumo, surfing the Net Likes: Shinjuku arcades

Dislikes: Baddies and crap game players



seless assassin who lets her personal life interfere with her work. Would have disposed of Heihachi ages ago but claims her sister always got in the way. Still, captured by Kazuya's minions after failing to kill him at the end of the last tournament, she has spent the last 19 years sleeping, managing to lose her memory in the process, too. So not only should she feel as fresh as a daisy, she won't have a clue she has a sister worth quarrelling with. Right, time to do some killing.







Nationality: Irish Fighting style: Killing techniques based on Aikido

Age: 22 Height: 161cm Weight: 49Kg

Blood type: A (changed during cryogenic sleep) Occupation: Assassin (easily distracted though) Hobby: Amnesiac Anonymous meetings

Likes: Can't remember Dislikes: Can't remember



he youngest contender, Ling is a talented but mad individual with a lot of selfconfidence. Obsessed with theme parks, she effortlessly beats Heihachi's bodyguards before threatening the big man himself. Rather than kill her he agrees to build her Chinese fun fair should she enter and win the tournament. Her agility combined with a vast array of moves could force the head of the Mishima Finance Corporation to spend considerably more money than he may have originally intended.









Nationality: Chinese

Fighting style: Hakke Sho and Hika Ken-based

Chinese martial arts

**Age:** 16 Height: 157cm Weight: 42Kg Blood type: A

Occupation: Student and Panda caretaker Hobby: Travelling and visiting amusement parks Likes: Chinese steamed buns, Peking duck

Dislikes: Maths teachers



uffering from the pseudo-invincibility bug that seems to affect arrogant world-class fighting hustlers, Hwoarang was shocked when a fight he tried to fix ended in a draw between himself and a certain Jin Kazama. Perturbed ever since, Baek's student plans to avenge his teacher's defeat against the ominous God of Fighting as well as bettering his record against Heihachi's grandson. Just like his master, Baek's disciple is a very accessible kick-happy character who proves popular with players.





Nationality: Korean Fighting style: Tae Kwan Do Age: 19

Height: 181cm Weight: 68Kg Blood type: O

Occupation: Street gang leader Hobby: Yachting (huh?) Likes: Rock 'n' roll and fighting

Dislikes: Mischima-style Karate and Jin Kazama

(surprise, surprise)

ich kid Eddy got an early 'money and happiness' lesson when returning home from school he found his father mortally wounded by representatives of a drug cartel he was trying to wipe out. Hiding in prison, Eddy learned the Brazilian Capoeira way of fighting from an inmate and is ready to continue his father's work. His style should make life difficult for his opponents, although certain sequences of his combos offer weak points which may be spotted by experienced adversaries.





Nationality: Brazilian Fighting style: Capoeira

Age: 27 Height: 188cm Weight: 75Kg Blood type: B

Occupation: None (it's a hard life for rich folk,

you know)

Hobby: Leadership training

Likes: Power Dislikes: Weakness

### HEIHACHI MISHIMA

aving organised the whole thing, Heihachi feels it's only right that he should enter the tournament. But don't go mocking his silly grey hair cut or start spewing out the pensioner jokes just yet, because Heihachi remains as deadly as ever, fuelled by a renewed passion for fighting. Probably. But what he does know is that Jin seems able to possess the same evil power as his father, Kazuya. Having disposed of his son at the last tournament, Heihachi has few ethical quandaries

about eliminating his

grandson this time.

### **JULIA CHANG**



n archaeology student spending work experience with Michelle's tribe. Deserted in the Native American ruins as a baby and rescued by Michelle, Julia has yet to show any deep psychological scars. The onset of capitalism has forced her to adopt her saviour's fighting skills in order to defend

her adoptive family. She has travelled to the tournament with the intention of defeating the God of Fighting, which has been the subject of Native American legends.

### **BRYAN FURY**



ryan is the kind of guy you would least like to have a one-to-one with. His appearance convinces you that any action he's about to take is bound to be nasty. As a former member of the International Police Organisation killed in action during a Hong-Kong drugrelated shootout, Bryan's body found its way into the hands of Dr Abel, an 88-year-old scientist. Having been revived by the doctor, Bryan enters the tournament intent on using his kickboxing skills on Yoshimitsu's metallic head as a way of getting to Dr Boskonovich and his knowledge of all

things cyborg-esque.

### GUN JACK



aving lost all emotion following his deactivation at the end of the last tournament, Jack has been reprogrammed by the woman he saved when she was but a little girl.

The girl grew into a hugely successful physicist and has sent the huge mobile scrap yard into battle hoping to retrieve the missing segments of his emotional program. In the right hands, Gun Jack can

do a considerable amount of damage with relatively little effort and few moves. Good thing too, because speed and agility are not his strongest points.

### **KUMA**



ooking decidedly like its mother, Kuma spends its days as Heihachl's bodyguard rather than catching fish and chasing tourists. And like mum, it has an unhealthy obsession with beating Paul in battle. However, while its cumbersome nature should pose few problems for the majority of opponents, when controlled by an expert player its strength can turn Kuma into a formidable opponent. But this is unlikely. Oh, and it has an uncontrollable crush on Xiaoyu's Panda.

### MOKUJIN



okujin is a training dummy made from a 2,000-year-old oak tree. Although usually in a museum, the God of Fighting's arrival has revived its battling spirit. It constantly adopts any of the fighters' styles, so predicting its moves becomes a

painful case of trial and error.

### ANNA



espite a tendency to turn up at tournaments baring her flesh, Anna cannot fathom the thought of growing old. This is because Nina retained her youthful looks due to a cryogenic-induced sleep experiment instigated by Kazuyya after the Irish blonde failed to end his evil-controlled life. Anna has therefore spent the last 19 years in voluntary cryogenic suspension, having set the alarm to coincide with her sister's wake-up call so as to continue their endless jealousy-led quarrel.

### DR BOSKONOVICH



n between developing Yoshimitsu and other cyborg-type individuals, the doctor is trying to find a cure for his daughter, currently asleep in one of the scientist's cryogenic contraptions. After an accident during an experiment, Boskonovich becomes infected with a deadly organism and his only hopes of survival – and therefore his daughter's – rely on obtaining the God of Fighting's blood. Yoshimitsu has volunteered to get it, but the doctor's style of combat could see him getting it himself.

### **PANDA**



ing Xiaoyu's pet Panda was transformed from a loveable cuddly ball of fur into a loveable fighting ball of death, thanks to Heihachi's summer school of advanced hear fighting

Heihachi's summer school of advanced bear fighting techniques. Although loved by Heihachi's Kuma, Panda keeps her distance and plays hard to get.

### CON



reated by Manga artist Masashi Tanaka, the strong dinosaur-like character has been fighting off anything stupid enough to consider itself a worthy adversary since its first appearance in Japanese weekly comic books six years ago. With virtually nothing sprouting from its upper body that could be considered arms, Gon relies on

snappy bite-type attacks.

### TIGER



nly available after finishing the game with all the other characters, Tiger is Eddy Gordo's funky alter ego. Unsurprisingly, his style is similar to Eddy's and as a result of Tiger's '70s look, somewhat more appropriate. Stringing visually impressive combos together is easy with Tiger.

### OGRE



ittle is known of the God of Fighting. According to Native American legend, Ogre represents a weapon of war left on Earth in ancient times by visiting space creatures. Able to assess and assume the structure of all fighting living things, Ogre searches for ever stronger souls to fuel his thirst for combat knowledge. In its human(ish) form, Ogre can represent a considerable challenge.

### TRUE OGRE

nce beaten, Ogre reveals his true form – a hideous polygonal mass with wings and tentacle-like arms. Just before battle he ingests the soul of Heihachi (who has been left to fester on the floor after his defeat), in an attempt at bettering his chances against you. Strangely, Mr Mishima's fighting spirit must have been previously punched

out of him because Ogre suddenly becomes a decidedly pathetic fighter in relation to his previous self. His moves lack little in terms of power, but his slow nature and occasional inactivity prove a major flaw when fighting against world-class opponents for the Iron Fist Tournament trophy. Indeed, despite his appearance, swift fighters should find him surprisingly easy to deal with and before long they'll be sitting back, enjoying their character's brief CGI end sequence.





# ANALYSIS TEKKEN

## NAMCO'S FIGHTING FORCE

**Many may have tried** but someone has yet to produce a fighting title capable of equalling (let alone bettering) Namco's *Tekken* series. We met up with seven members of the *Tekken* 3 team to find out what goes on behind the scenes.





(1) Tokken 2 was a huge step forward from its predecessor in terms of visuals and gameplay. (2) incredibly, Namco has done it again with Tokken 3.

amco has been instrumental in the PlayStation's success. Of the few titles available at the European launch of the console, it would be difficult to ignore the company's very playable and technically accomplished first PlayStation venture, Ridge Racer. With its next project, a conversion of the company's own Tekken arcade game, Namco set the standard for PlayStation beat 'em ups which, to date, only its own development teams have managed to better. A few months back we joined a group of journalists in the company's swish Yokohama-based R&D building to meet the Tekken 3 team who are as follows:

Hajime Nakatani - producer Masanori Yamada - lead programmer Naoki Ito - programmer Masahiro Kimoto - designer Katsuhiro Harada - designer Yoshinari Mizushima - graphic artist Masashi Kubo - artist

Could you give a brief breakdown of the production schedule for a game like *Tekken 3*? For example, the process of developing the characters and the command system? Which is the most important and which gets the most time allocated to it? Nakatani: After the team finished developing the PlayStation version of *Tekken 2*, we started to plan *Tekken 3*. Essentially, what we had in mind was how much difference could be expressed when moving from *Tekken 2* to *Tekken 3*. Then the new System 12 board arrived which was approximately 1.5 times faster than the then current PlayStation-based System 11.

The improved clock speed allowed for much better graphical quality, but as far as the characters were concerned we were sceptical about just increasing their number so our first concern was to consider a genuine, new generation of characters that would develop from *Tekken 2*.

From a more technical point, the motion capture for the new Capoeira-style martial art was now possible in this version. It had been considered for *Tekken 2*, but could not be realised at the time due to restrictions. Yet the main emphasis was to make the game even more fun than *Tekken 2* as well as spending more time on the technical side in order to balance the characters.

Do you alter or tweak the balance between the fighters when converting to the home format? Is a lot of time spent trying to discover whether a particular combination is too powerful? Nakatani: No, we just made sure we kept the same balance as in the arcade version. As far as the moves are concerned, we tend to hire the best *Tekken* fighters in Japan as game testers in order to make sure this doesn't happen.

You mentioned Namco's System 12 board. How difficult was the *Tekken 3* conversion to the PlayStation as a result of this change in arcade board?

Yamada: It was very hard indeed to convert the game to the PlayStation. Even though the PlayStation's CPU is fundamentally the same as the System 12's, it was very, very difficult simply because of the huge amount of motion data and the characters' graphic data. We spent most of the time compressing that data trying to make it fit into the PlayStation's internal memory.

Indeed, at one stage there were rumours that the memory restrictions were

making it impossible for the conversion.

Did you ever think you wouldn't make
it on time?

Yamada: It was really, really close, but once I decided not to cut my hair things moved along smoothly and back on schedule [laughs].

Seriously, though, there are many good R&D guys at Namco who excel at data compression and they offered a hand in the conversion, as you can probably tell by the number of people mentioned in the game's end credits.

Looking back at the series, there are some amazing technological gaps between the three PlayStation games, with *Tekken 3* stunningly fast and smooth. Was



AT THE BEGINNING OF THE DEVELOPMENT IT WAS FUN BECAUSE EVERYONE BROUGHT THEIR IDEAS WITH THEM OF WHAT SHOULD BE IN THE GAME. AS THE DEADLINE GOT CLOSER WE BEGAN TO REGRET SOME OF THOSE IDEAS.



Development Dream Team: (from left) producer Hajime Nakatani, artist Masashi Kubo, programmer Nacki ito, designer Katsuhiro Harada, designer Masahiro Kimoto, and lead programmer Masaneri Yamada. Namce's *Tekken* force.





(1) The Big Bessi Masaya Nakamura, Namco's chairman and CEO. (2) Far from the chaos of Tokyo you'll find Namco's discrete headquartors housing all of the company's R&D.

there one particular aspect, or was it a series of breakthroughs, that enabled you to produce such an amazing conversion?

Yamada: Well, it's a series of things, really. In Tekken 1 and 2, for example, each of a character's limbs were not actually connected to the main polygon model, but for Tekken 3 the whole thing is joined as one body. Also, as mentioned earlier, we had to come up with some extremely good motion data compression techniques. For example, King's motion capture data in Tekken 2 was huge and thought at the time to be the limit in terms of compression, but in Tekken 3 his motion data is three times larger than in the game's predecessor. That was a real struggle to achieve.

Did you make use of the Performance Analyser? Nakatani: Yes we did, from about half way through the development stage.

### Would the conversion have been possible without it?

Ito: Well yes, but it would have taken an awful lot longer.

## And what about the PAL conversion? What was the hardest aspect involved in this process?

Nakatani: Well, since converting the first two Tekken games, this has become comparatively easier, but the main problem remains the tightness of the schedule we work to. We didn't have any kind of holiday between the start of development of the arcade game!

The characters for Tekken 3 are very well developed and boast unique characteristics. How do you come up with the idea for a character and do any of the team members' personal traits form part of the inspiration? Kimoto: There are many ways to develop a character. Take Eddy, for example; that wasn't actually a particular person but the developer liked the idea of a Capoeira fighter and I asked one of the graphic artists to create a character based on his fighting style. I had actually requested the artists to create a female character for this fighter, but they refused, saying it was too difficult to design a female Capoeira fighter, and so Eddy was the result. Also, for Lin Xiaoyu we wanted a young girl as most of the female characters are a little old - over 25 years or thereabouts. And the two-colour Panda was originally intended for Tekken 1 but couldn't actually be done then.

But isn't there one of the designer's girlfriends in there, for example, or one of your cherished

childhood heroes?
Kimoto: Not really, but
we all think Mizushima
looks like Lin Xiaoyu
[laughs].

Some characters have remained throughout the series while others haven't even made it from Tekken 2. What were the key points in these decisions? Harada: In Tekken 2 we had the sub boss characters that, other than a few extra moves thrown in, were essentially using the same attacks as their default alter egos - there wasn't a huge difference from the original characters. And by looking at the percentage usage figures in Tekken 2 we found that these characters weren't being used by players, meaning they weren't popular or appealing to gamers. So we decided to increase the number of characters and

then increase the number of moves that each fighter can perform, while at the same time dropping the few characters that were not being used by most of the game's regular players.

When Tekken first emerged it boasted a revolutionary control system with each of the character's limbs controlled by a button. Why choose this fighting system and how do you consider it superior to other existing systems?

introduce this feature into Tekken 3.

## Also, the Al in *Tekken 3* seems to be more advanced than in its predecessors. How does it work in this game?

Kimoto: Well, in *Tekken 1* and *2* the Al was based on the player's decisions and moves, but this time round there is a random element thrown in to the CPU routine, which should make things more difficult for players.

### Have you found the time to play any other games?

Harada: Well we haven't had very much time to go to arcades recently, but Kimoto-san and myself have been playing *Ultima Online* when we get home around midnight.

### What are your favourite characters? Mizushima: I especially like Jin and Xiaoyu

which are two of the characters I took a lot of time to create.

Kubo: Probably Paul and King because they are a little weird when compared with the other characters.

Kimoto: I like Nina throughout the series, but also Eddy from *Tekken 3*, mainly because I had a really hard time developing those particular characters.

Harada: From the whole series I like Heihachi, but in *Tekken 3* Jin is my favourite because he is the main character and as such he shouldn't be too strong nor too weak, but rather well balanced. I took a very long time to make sure he turned out to be a good representative of the game. Ito: Also Jin because he doesn't possess too many special moves which are too strong and I also like the way the character's control feels.

Yamada: As a programmer, every time I



WITH ITS CONVERSION OF THE COMPANY'S OWN TEKKEN ARCADE GAME, NAMCO SET THE STANDARD FOR PLAYSTATION BEAT 'EM UPS WHICH, TO DATE, ONLY ITS OWN DEVELOPMENT TEAMS HAVE MANAGED TO BETTER.

Harada: We first thought of a system whereby pressing any of the buttons would result in a complex move, like in some beat 'em ups, but we didn't want to make it that easy. We wanted to make it more technical and therefore found that this system was the most adequate for a comprehensive yet intuitive fighting system.

### Players can now deflect opponents' attacks. What was the thinking behind this?

Harada: In Tekken 1 and 2 (as well as 3) there is the possibility to throw and counter attack, but we felt that this stopped the flow of the game. Deflecting doesn't interrupt the action - it's like in Kung Fu films with Jackie Chan and Bruce Lee, for example. A punch is deflected and immediately followed by a subsequent attack, and we wanted to

had to check the code I subconsciously chose Lin Xiaoyu, but recently I've started using Lei instead.

Nakatani: King, because the controls are rather easy - although most of the guys here don't agree. But he's also got many aerial moves which can be tricky to avoid.

## As the *Tekken* series is now a global success, have you seen a dramatic rise in your salaries?

Nakatani: [laughs] Well, we don't know each other's salary although some people think that I get a little more than the others.

### What makes a Tekken 3 champion?

Yamada: Practising all of the moves 100 times before going to bed... [laughs] and playing against people better than yourself.





These conceptual drawings for the young Jin Kazama are a good example of how impressively close the game's final polygonal version is to the artist's early vision. Nice hair, toe.

# Platinuni







(1) Law's body climbing attack makes an early appearance. (2) King and Nina. Hammer and tongs

■ PLAYERS:

One-Two

■ PUBLISHER:

Sony

FIRST RELEASED:

Dec '95

ake yourself back to Christmas 1995. The PlayStation has only been available officially in the UK since September but in those three short months it has quickly become apparent that the grey console from Sony is something very special indeed. One of the very first beat-em-ups, Battle Arena Toshinden, had fighting fans frothing over its stunning 3D visuals and incredible playability. If all PlayStation games were going to be as good as this, thought the games players of the world with jaws on the floor, then we'll be a very happy bunch indeed. Then came Tekken, and the parameters were redefined.

More than three years on and it

is still obvious why Tekken is hailed as a classic. The cinematic, rendered intro which introduces the characters sets a standard that many have tried to emulate but few have actually achieved (except, perhaps, for the intros and other cut scenes in the succeeding parts of the trilogy). In establishing the relationships and histories of the characters, Namco went one step further than normal with a beat 'em up and introduced an integral part of the series. It's great to see the early developments in the lives of Paul Phoenix, Nina, Law et al. even more so with the Theatre Mode in Tekken 3 that lets you save the movies from this and Tekken 2. Now you can build the whole story from the beginning and it's only one of the reasons why, if you don't own it already, you should. Another reason is the superlative gameplay. Put simply, Tekken still plays like a dream. The characters move with speed and grace around the many splendid looking arenas, the combos and special moves (which are in abundance) are as satisfying to pull off as they are eye-popping to look at and the learning curve is just right. The little differences between the characters - finding out which ones are fast, who punches better, who takes most energy off and so on - gradually become apparent as you get under the skin of the game. You'll find yourself with a favourite, but you'll also be compelled to learn the intricacies of each and every fighter

so, this superlative package is still worth £20 of anyone's money. Of course it's not as good as the other two, but If Tekkens 2 and 3 knocked your socks off, this still has the power to make your toes curl. So brush up your history now.

Paul Wilson

(1) Jack shows off his slow but powerful repertoire. (2) Nina's got big shoulders and





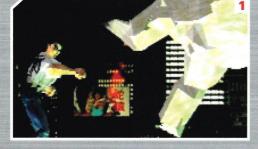
### VERDICT

- GRAPHICS
- GAMEPLAY:
- LIFESPAN:
- 8 W Violence:
- 9 Specials:
- 8 Controls:
- 8 It's lost its power to amaze, but this
- three-year-old game can still show its face with pride. Slick, playable and
- 9 cheap what more do you want?



















■ PLAYERS:

One-Two

■ PUBLISHER:

Sony

FIRST RELEASED:

Oct '96

he arcade version of Tekken 2 appeared a mere nine months after its predecessor, in August 1995. Its PlayStation counterpart was released in the UK one year and one month later in September 1996 but was not actually the conversion of that coin-op but a retouched and slightly grittier version B (as it was named) which first appeared in Japan back in October 1995. No-one seemed to care. It was Tekken 2, and that was all that mattered to the million-plus people who had fallen under Tekken's spell. Where the first installment had eight initial characters and a further 10 to uncover, this one has you starting with a choice of 10 in search of 15 more. The new characters add more to the story and longevity; the old ones have a new wardrobe and new moves. Where the first had Gouraud shading to lend its combatants depth and muscle, the real-time lightsourcing in the seguel gives its characters an undeniably improved quality - the overall effect is stunning.



[1,2] The post-knock out replays swoop around to show the concluding action from the most dramatic angle possible.

The overhaul of the gameplay which was undertaken wiithout losing the essence of simple yet deeply involving combat which Tekken established as a beat 'em up necessity - is even more astonishing in both its bravery and execution.

The wealth of new moves, especially when it comes to a new array of counter attack possibilities, is astonishing. Learning all the combos takes time and effort, but you will find yourself going for the big 10 move combos until they become second nature, especially with the new Practice mode.

Add to this a Survival mode where your energy bar is carried over into subsequent rounds - a true test of skill and good old fashioned car-park hardness - and you've got a supreme all-round game that anyone would be insane to ignore. the only thing that betters it is Tekken 3. It's that good.

Paul Wilson



Kazuya defeats Angel, one of the bosses. Well done, that man.

### VERDICT

■ GRAPHICS:

■ GAMEPLAY

LIFESPAN:

9 Wiolence:

9 M Specials:

9 M Controls:

9 Amazing. £20 for what is still probably

the second best fighting game on the

PlayStation after Tekken 3. Such was its g class at the time that few have caught up. out of 10

63

K PlayStation Beat 'Em Up Specia







[1] Two new lady fighters get it on. [2] The Psycho Crusher in full effect. [3] Evil Ryu teleports just like his nemesis Akuma. [4] The all new presentation really does add to the overall package.

# Street Fighter Alpha 3

'Sho-ryu-ken. Ha-do-ken'. Nonsense of course,

but it heralds yet another run out for the dudes who take their violence al fresco.

he Alpha branch of the Street Fighter tree was always intended to be the more comical appendage. Offering up cartoony sprites and slightly outlandish super moves as opposed to the accurate combos of the original Street Fighter series. So here we trot again. Senile old favourites, Fei Long, Dee Jay and Cammy get unearthed once more, along with a predictable new class. Among the latter we have Juli, R Mika and Cody from the scrolling

beat 'em up Final Fight - just some of the amigos making up the title's astonishing stable of 34 fighters.

Street Fighter Alpha 3 has several completely new features, as well as tweaked existing ones. We are talking a

THE BATTLES FLOW MOST SMOOTHLY, WITH A FANTASTICALLY THOUGHT-OUT

MOVE PRIORITY SYSTEM...

quard meter which wears down each time you block eventually you are left temporarily unable to block until it refills. Brand new game modes including Dramatic Battle - where you and a computer-controlled partner take on a single computer enemy. Funky.

There's more newness though. After character choice, one must decide on a - somewhat bizarrely titled ism. These come in three forms: V, X and A,

and essentially equate to different fighting styles. Each have good and bad points.

One may offer more super moves and skills, but will inflict less damage on your opponent. Another may give you greater power, but take away some finer techniques. It's all down to personal preference.

Possibly the best new touch, however, is the World Tour. Here, you travel the world, dishing out excessive physicality in any country that can offer you an opponent. Your





■ AGE RESTRICTION:









■ PUBLISHER:

■ RELEASE DATE:

**April 1999** 

£39.99

■ STYLE:

2D beat 'em up





[1] Blanka munches on Honda's chest. [2] Honda responds with his famous Head Ram. 🔼 Blue shadows indicate a super move in action. [4] Cody from Final Fight gets a kicking from Karin. [5] Cody gets his own back! [6] Ken's new super move... [7] ...and his old one!





foreign adversaries all have some form of advantage over you. Some can only be hurt with Custom Combos. Or there may be a time limit on the fight. The ultimate hit this package offers though is the opportunity to take on two computer opponents simultaneously. This works surprisingly well, because the pummelling somehow keeps its pace throughout. Genius.

The quality of the two-player mode is breathtaking. The battles flow most smoothly, with a fantastically thought-out move priority system - meaning that when two moves connect simultaneously the result is consistent. This truly intensifies the contest, and only a great deal of practice in the Training mode will make you a master. There is no place for random button pressing in this virtual dojo.

THE ULTIMATE HIT THIS PACKAGE OFFERS IS THE OPPORTUNITY TO TAKE ON TWO COMPUTER OPPONENTS SIMULTANEOUSLY. THIS WORKS SURPRISINGLY WELL...







Without question this is a purist's title. Yes it's 2D. Yes it's un-modish in that it makes no attempt to court realism. And yes it basically looks like the sort of thing you threw 20 pence in down the boozer five years ago. This is to miss the point. SFA3 is playability incarnate. The way it forces you to rend your digits to ruined shards of human tissue is what makes this one hardcore, games player's experience. Many people will dismiss this as old timer's folly and won't ever discover all the depth it has to offer. Their loss.

Arron Taylor

### RAGING DEMON

kuma and Evil Ryu boast the trickiest move in the game. The Raging Demon is an unblockable super move, performed by pressing light punch, light punch, forward, light kick and finally heavy punch. It must be input quickly, and takes a lot of practice, but you can see from the shots here it is well worth the effort!

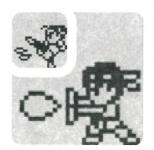






### **POCKET FIGHTERS**

ne of the first games to be PocketStation-compatible, Street Fighter Alpha 3 enables you to save any character on to the PocketStation. Here you can look after them rather like a Tamagotchi and even take them training. By careful nurturing you can raise their level. then load them back into the game, thus saving you from having to go right through the World Tour. Sure, it's very simple, but it's ace when you've got a bit of time to kill. Hai!





VERDICT

■ GRAPHICS:

■ GAMEPLAY:

■ LIFESPAN:

10 Specials:

10 Controls:

8 Violence:

10

10 The only thing to tarnish this is the graphics. So if you think gameplay is more important than texture-mapped 10 polygons, consider the score to be a ten. OUT OF 10



Official UK PlayStation Beat 'Em Up Special





# Street Fighter Collection

Join Ken, Ryu, Sagat and chums for Capcom's tenth birthday celebrations.

Unfortunately, the ensuing festivities start to get a little out of hand...



ew game lines last a decade. But then Street Fighter and its numerous sequels are more than just games. From the arcade to the living room, across almost every popular games platform, this classic beat 'em up series has gained a massive and dedicated following.

Now Street Fighter Collection celebrates 10 years of Capcom's 'World Warriors'.

Ryu's kickboxing vendetta against Sagat began within the chunky cabinet of 1987's Street Fighter. Unlike today's fighting games, with their multiple buttons and complex joystick manipulations, Street Fighter's controls involved a joystick and two rather large pads. The player moved his chosen World Warrior across the screen, before pounding the buttons to pull off the various kicks and punches. The harder you hit the pads, the more effective your attack.

It wasn't until 1991's Street

Fighter 2: World Warriors that the series took off, and when most people say 'Street Fighter', what they really mean is 'Street Fighter 2'. Street

Fighter Collection opens with the first full upgrade of the original game's engine – Super Street Fighter 2. Sixteen characters are ready for action, with the likes of Fei-Long and Cammy making their debut alongside T-Hawk and Dee-Jay. As per usual, each character scraps his/her way through the other 15 to become the ultimate warrior. Action is purely 2D, with the cartoon sprites scurrying to and fro across a scrolling play area. The PlayStation joypad's four facia and L1 and R1 buttons are used to effect three strengths of kick and punch, and the winner of two of three rounds is declared the winner.

Despite its age, SSF2 more than holds its own. As you'd expect, it is an arcade-perfect conversion, with the PlayStation handling its many sprites and moves with ease. Admittedly, SSF2 has a subtlety of control missing in many of today's glitzier looking beat 'em ups. Expert players will be able to hold each other in deadlock just waiting for a defensive mistake to be



■ PUBLISHER:	Virgin ■ DEVELO		R: Capcom
■ RELEASE DATE:	April 1998	■ ORIGIN:	Japan
■ PRICE:	£39.99	■ STYLE:	Classic 2D beat 'em ups



made – a weakness that could not be said about, say, the *Mortal Kombat* range.

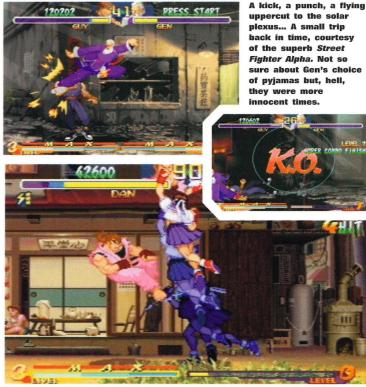
Showcasing Capcom's constant upgrading of the series is the next game in *Street Fighter Collection: Super Street Fighter 2 Turbo*. Although aesthetically identical to *SSF2*, the *Turbo* edition has been included as it was the first *SF* game to incorporate a secondary power bar. With each successful hit, the bar is gradually topped up. Once full, the player has the option to further humiliate his defeated opponent with an attack of such potency it whites out the screen. The *Turbo* edition also features the secret character, Akuma. Throughout the series, rumours had circulated regarding hidden characters and Akuma was the first to actually be implemented.

Unfortunately, these minor additions barely make *Turbo* an essential slice of *Street Fighter* history. In retrospect, Capcom really should have looked back to the series origins for this third game on the compilation. While the *Turbo* edition displays the small additions made to each consecutive arcade game, it also explains why fans got annoyed waiting for what are effectively small tweaks or new characters.

After the *Turbo* edition, the *Street Fighter* line remained unchanged until the advent of *Street Fighter Alpha*. A vast overhaul of every aspect of the game, the most obvious changes were to the graphics and the character line-up. Sprites were transformed into much larger, Mangastyle efforts, and many of the old heroes were ditched in favour of a new gang of fighters.

The final game on the Street Fighter Collection is Street Fighter Alpha Gold, an all-new update of the Street Fighter Alpha engine. Of the original Street Fighter 2 line-up, only Ken, Ryu, Sagat and M. Bison have survived, with each character boasting a new complement of attacks added to the familiar arsenal of kicks and fireballs. Alpha Gold retains the traditional 'best of three' round system, plus the familiar six-button control set-up – after all, if it ain't broke, don't fix it. The special finishing and

February Co.



power bars of *SSF2 Turbo* have been upgraded, however. The player can now access the stored power – christened the 'Max' bar – during a bout, and the bar is now a three-storey affair. Assorted punches and hits are still added, but now the bar can be filled three times. If the user dips into it while incomplete, the attack will lack power.

On the other hand, a full-power Max attack is a sight to behold. Much joypad-wrangling and button-pressing are used to instigate blurred flurries of punches and kicks, with a shadow effect trailing the fighter as they let loose. In addition to all of this, Alpha Gold includes all those tournament modes and other options you'd expect. The result is the pinnacle of the home versions of the Street Fighter series, and undoubtedly the best game on this compilation. Fast, challenging, and way more fluid than the other two, it's possibly the ultimate 2D beat 'em up. Honest.

While by no means a definitive account of the SF saga, Collection picks the very best of the games, and sensibly opts to ignore the less successful upgrades. The result is a welcome trip down memory lane. Retro compilations often go too far back in gaming history, but SF Collection hails back to a time when the beat 'em up was king. Looking at these three highlights, it is not hard to see why arcade-goers took the World Warriors to their hearts. A more balanced compilation would have discarded SSF2 Turbo, but quibbling aside, Street Fighter Collection is a must for any true beat 'em up player, unless of course you fancy hanging on for the forthcoming Street Fighter Collection 2 which, bizarrely, is a prequel of sorts. See page 21 for more on this.

**Daniel Griffiths** 



Super Street Fighter

2 Turbo and the

one-man human

call Ryu. Tough kaka, Fei Long...

wrecking ball they

■ GRAPHICS: 8 Violence: 8
■ GAMEPLAY: 6 ■ Specials: 10
■ LIFESPAN: 9 ■ Controls: 10

8 The Street Fighter games are classics in their own right, and despite being a bit of a missed opportunity, this collection offers a little slice of gaming history.





(1) Rubber waders do it for us every time. (2) Purple vomit with bad flares, outside a '70s party? His mate wants to have a word.
(3) Sexual gymnastics or a pasting of the highest order? You decide. (4) That old tried-and-tested trick of using jab dragons to skip through fast fireballs won't work any more... (5) ... time to try something else.



# Street Fighter EX Plus Alpha

Familiar faces, but now they're in - ahem - socially acceptable 3D.

Or is it? Get ready to master Cherry Riots, Kill Trumps and the Disastrous Omen Connect Dance in fighting fan's heaven...

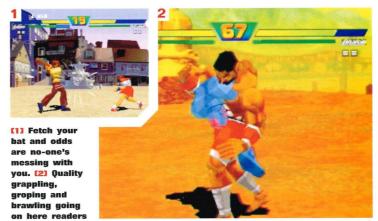


hess with knuckledusters. That's one way of describing a good bout of *Street Fighter* between players well versed in the psychouts, fakes, tricks and rash gambles that disguise predictable fighting styles.

Money for old rope. That's one way of describing Capcom's approach to their surprise one-time hit, constantly churning out remixes and slightly-improved sequels year after year.

For all its 3D-ness, *SF EX* plays strictly side-on against flat stage backdrops. No sidesteps, no fighting arena – as one observer noted, they might just as well have drawn sprites with a ruler (*SF* 'in the style of' *Toshinden*). Still, your PlayStation is more comfortable animating the modest polygon count required here than it is swapping enormous multi-section sprites with every frame. It's only in the throws and the replays that the camera gets lively enough to offer swooping aerial visions. Unambitious, perhaps, but when you see how smooth it looks – and how confusing it could have been if more moves worked like Akuma's irritating sideshift/teleport – you'll appreciate the necessity.

That aside, the (euch) gameplay is as recognisable as the Taj Mahal. The combat engine is incredibly reminiscent of SF2, and sits somewhere between Turbo and Super. It's a bit sloppy in places too – the edges of the screen are still mysterious walls, and it can get scrappy when two players are constantly crossing under/over each other. Purists might detect a lack of



finesse, and it's true that many of the refinements have been lost on this retro engine. Then again, you'll probably bid good riddance to some of the tweaks and twists that justified an *SF* game appearing every year.

And that's why we love it. It's immediately familiar, so you don't feel like you're being left behind, as with the *Alphas*. And, seeing Ryu eggbeat Vega's head with his spinny feet from several angles is novelty enough to make the whole thing feel fresh again.





■ PUBLISHER:	Virgin	■ DEVELOPER:
■ RELEASE DATE:	October '96	■ AGE RESTRICTIO
■ PRICE:	£39.99	■ STYLE:

### **URBAN MYTH**

Do you recall when a good Guile player was someone to be feared and respected? When everybody wanted to 'be' the bosses, not realising that the computer cheated? When rumours persisted that Vega was Chun Li's dad? When the puffy jacket down the arcade claimed he'd once fought Shen Long, who was supposedly Ryu's secret master? While playing SFEXA you can't help noticing a sense of longing for the old days. We spotted several minor homages...



Remember this? Every so often. you'll randomly luzz a fireball in the wrong colour. It was a glitch, originally, but people assumed it had to be something 'special'.

If you push him too far, the CPU flips out and 'Krazy Ken' will start dragon-punching wildly across the screen. Easy meat for the pros, but a scary initiation for beginners.





The finest, most mindless bonus game ever is revisited. Destroy all rolling barrels, only to get knocked down like a flailing fool in a cocky attempt to dragon the last one.

Sadly, the FMV end sequences are all so dismal that Ryu's 'walking into sunset' finale boasts no more frames of animation than the original. That's, er, two.

Akira/Capcom

3D beat 'em up

None





(1-3) No sidestepping please, we're streetfighting. SF EX plays strictly side-on against flat stage backdrops but is all the smoother for it...

> Although it seems inevitable that you'll concentrate on Ken or Ryu, the other characters are surprisingly playable. Chunners' lack of power has been remedied and the new hurricane kicks require repeated motions, like Fei Long's rekka, and can be aborted/fluffed prematurely. Ken and Ryu are slightly less invulnerable than usual, and if you ever used jab dragons to skip through fast fireballs then you'll find the tactic is now practically impossible. Conversely, everybody else seems to have their 'windows of temporary invulnerability' stretched to patio door proportions. Whether you pass through projectiles with a special (Zangief, Blair), slide under them (Hokuto, Dhalsim) or simply smack them away with a large stick (Cracker Jack), there are no characters who get hopelessly caught by the old fireball trap.

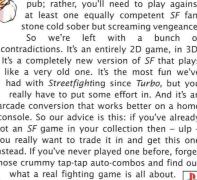




SEEING RYU EGGBEAT VEGA'S HEAD WITH HIS SPINNY FEET IS NOVELTY ENOUGH TO MAKE THE WHOLE THING FEEL FRESH AGAIN.

We can't compare this with Soul Blade or Tekken 2, because the scrapping styles are different. This is deeper, more tactical and more demanding fare for the hardened fighting fan, and won't be played by groups of mates after the pub; rather, you'll need to play against at least one equally competent SF fan, stone cold sober but screaming vengeance. So we're left with a bunch of contradictions. It's an entirely 2D game, in 3D. It's a completely new version of SF that plays like a very old one. It's the most fun we've had with Streetfighting since Turbo, but you really have to put some effort in. And it's an arcade conversion that works better on a home console. So our advice is this: if you've already got an SF game in your collection then - ulp you really want to trade it in and get this one instead. If you've never played one before, forget those crummy tap-tap auto-combos and find out

Zy Nicholson



VERDICT



■ GRAPHICS: 8 Violence: ■ GAMEPLAY: 9 Specials: ■ LIFESPAN: 10 Controls:

8 If you loved SF2 - Championship, Turbo and Super - then this is a second honeymoon. The true master of explosive 8 martial arts games remains unrivalled.

## STREET FIGHTER FAMILY TREE

There have been many Street Fighter games over the years. Here is a complete list of Ryu and Ken's history, for both the arcade machines and the PlayStation. The games that proceeded the original Street Fighter follow one of four branches.

# Street Fighter:

### THE SEOUELS

### 1) Street Fighter II - 1990

The game that really launched the beat 'em up genre as we know it today. Six buttons for three different strengths of attack, eight playable characters, plus four hidden bosses, AND absolutely superb gameplay made this an all

### 2) Street Fighter II Championship **Edition - 1991**

This game finally allowed players to perform M. Bison's Psycho Crusher for themselves - all four bosses from SFII were playable, while the existing characters got significant tweaks.

### 3) Street Fighter II Turbo – 1992

A few changes were made for this installment, most notably the addition of a fireball to Chun Li's armoury. Many purists consider this the definitive Street Fighter.

### 4) Super Street Fighter II - 1993

Four new characters entered the fray in the formidable shapes of Cammy, Fei Long, Dee Jay, and T. Hawk. Other new ideas were Rvu's red firehall, Blanka's Beast Roll, and a whole host of new two-in-one combos. The down side was that it was much slower than Turbo.

## 5) Super Street Fighter II Turbo -

Apart from a speed increase and a few new moves, the only new idea here was the introduction of Super Meters. Charged by performing special moves, these could then be unloaded on your opponent as stunningly supercharged specials. This was a feature which has been incorporated into almost every fighting game since. SSFII Turbo also introduced office favourite Akuma.

### 6) Street Fighter III - 1997

Finally, the long-awaited official 'sequel' to Street Fighter II was here. Sadly, it was a bit of a let down. Still in 2D, some new characters, but not much else. It stole some ideas from other Capcom beat 'em ups, such as the extra high np, first seen in *Marvel Super Heroes*, but it dn't deliver the Quantum Leap we expected.

### 7) Street Fighter III: 2nd Impact -

A few tweaks here, a few new backdrops there, this was more of a version B of Street Fighter III. rather than a stand-alone fighter. And as SFIII was less than we'd hoped for then using that as a platform to build on wasn't called for.

## **THE PREOUELS**

1) Street Fighter Alpha (PSX) - 1996 In a real Star Wars, see the end and then see the beginning twist, this was set before Street Fighter. This title saw a host of new characters, and a more cartoony look. The Super Bar idea was enhanced to allow three different attack

2) Street Fighter Alpha II (PSX) - 1996 Far superior to any previously released Street Fighter game when it came out, this really was the best in the 2D fighting world. More Supers,

characters, hidden features, the lot, plus a great classic feel.

### 3) Street Fighter Alpha III (PSX) -

More and more advancements in graphics. sound, and some gamenlay innovations, such as a blocking meter, where if you block too often your meter is diminished, so you can't block any further, it also boasts three play modes, called -isms, all of which have different rules and features. Street Fighter's finest hour.

## CAPCOM ROLL

These are all the characters in all the Street Fighter games, not including spin-offs.

SF: STREET FIGHTER

SF2: STREET FIGHTER II

SFCE: STREET FIGHTER II: CHAMPIONSHIP EDITION

SFT: STREET FIGHTER II TURBO

SUPER STREET FIGHTER II

SUPER STREET FIGHTER II TURBO

SFA: STREET FIGHTER ALPHA

SFA2: STREET FIGHTER ALPHA 2

SFA3: STREET FIGHTER ALPHA 3 SFEX: STREET FIGHTER EX

SFEX+: STREET FIGHTER EX PLUS SFEX+A: STREET FIGHTER EX PLUS ALPHA

SFEX2: STREET FIGHTER EX 2

SF3: STREET FIGHTER 3

SF321: STREET FIGHTER 3: SECOND IMPACT

Adon - Muay Thai fighter and student of Sagat. SF, SFA, SFA2, SFA3

Akuma - Crowd favourite. SSFT, SFA, SFA2, SFA3. SFEX. SFEX+, SFEX+A

Alex - Guile playalike who seeks revenge

for an act of malice. SF3, SF321 Allen - Ousted by Ken as American No. 1. now seeking revenge. SFEX+, SFEX+A

Balrog - Huge but useless boxer with no kicks, SF, SF2, SFCE, SFT, SSF, SSFT, SFA3 e - Street Thug who appeared in the first Street Fighter. SF, SFA, SFA2, SFA3 Blair - Friend of Darun and Pullum, this rich girl wants a fight! SFEX+, SFEX+A Blanka - Very fast semi-human fighter

with a mysterious past. SF2, SFCE, SFT, SSF, SSFT. SFA3

Cammy - Brainwashed bodyguard of M. Bison in leotard. SSF, SSFT, SFA3 Charlie - Guile's friend killed in Cambodia. SFA, SFA2, SFA3

Chun Li - A Chinese Police woman with a score to settle. SF2, SFCE, SFT, SSF, SSFT, SFA, SFA2, SFEX, SFEX+, SFEX+A, SFA3 Cody - A new addition to the Alpha series, can pick up weapons. SFA3

Cracker lack - One of M. Bisons cohorts with a baseball bat. SFEX, SFEX+, SFEX+A Cycloid Beta - Same as Gamma, with a

different 6 fighters. SFEX+A Cycloid Gamma - Strange blend of 6 different fighters. SFEX+A

Dan - Parody of SNK's Art of Fighting series. Totally useless. SFA, SFA2, SFA3 Darun - Bodyguard of Pullum skilled in wrestling. SFEX+, SFEX+A

Dee Jay - Happy Jamaican bloke with dubious threads. SSF, SSFR, SFA3 Dhalsim - Very slow fighter with amazing rubber limbs. SF2, SFCE, SFT, SSF, SSFT, SFA2, SFA3, SFEX+A

Doctrine Dark - Back for revenge on Guile. Has many Mortal Kombat moves. SFEX, SFEX+, SFEX+A

**Dudley** - Old fashioned English boxer along same lines as Balrog. SF3, SF321 Eagle - Hailing from England and fighting with two sticks. SF

Edmund Honda - Big fat sumo wrestler with the Hundred Hand Slap. SF2, SFCE, SFT, SSF, SSFT, SFA3

Elena - African lady fighter using Capoeira fighting style. SF3, SF321

Evil Hokuto - Darker version of Hokuto.

Fei Long - Bruce Lee lookalike with a very annoying voice. SSF, SSFT, SFA3

Garuda - Akuma and Evil Ryu's boss. Has spikes all over. SFEX+, SFEX+A

Geki - Old verion of Vega and father of Ibuki. SF



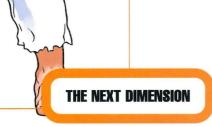






1989

The first game featuring the infamous Ryu and Sagat. Sagat doesn't get his scar until this game's final battle. This is actually a fairly basic beat 'em up which didn't get all that much attention at birth.



### 1) Street Fighter Ex - 1997

Street Fighter's first outing in the 3D world was highly acclaimed. However, as is the case with all the 3D pretenders, it just wasn't up to Tekker's roost-ruling standards. This version of SF has all characters still having less than eight special moves each.

### 2) Street Fighter Ex Plus Alpha (PSX) – 1997

What the rather confusing title of this game is trying to say that it's a unique blend of *Street* 

Fighter Ex and Street Fighter Alpha. Although essentially, it's merely the former, with a few new touches.

### 3) Street Fighter Ex II - 1998

The first thing that you notice when playing this is the return of Blanka and Vega but this time they're in full 30 form! The PlayStation version of Street Fighter Ex allowed you to interrupt and counter super moves with other super moves. This idea is fully incorporated in Street Fighter Ex II, it's called Super Cancels, and is rewarded by a points bonus system.

## 1) Street Fighter: The Movie (PSX) –

Without question the weakest link in the Street Fighter chain. A bad idea from start to finish. Best forgotten.

### 2) Super Puzzle Fighter II Turbo (PSX) - 1997

A slight deviation from the normal Street Fighter games, this was a superb piece of puzzle action. Featuring all your favourite characters including the obligatory Ken and Ryu, Chun Li, and Sakura. A masterpiece.

### 3) Street Fighter Collection (PSX) -1998

Super Street Fighter II, Super Street Fighter II
Tubo, and Street Fighter Alpha II Dash. Hardly a
collection, more a cash-in. Why not have the

original *Street Fighter II*, rather than two verions of *Super*? Still, all of them play superbly well, even in this day and age.

### 4) Pocket Fighter (PSX) - 1998

Taking the characters' super-deformed Puzzle Fighter form, Capcom made them the cartoon stars of Pocket Fighter. Clearly aimed at the younger audience, this game features in-jokes and laughs aplenty. How many other games have you turn your opponent into a football and boot them around the screen?

## 5) Street Fighter Collection 2 - 1999 Featuring the first three *Street Fighter II* games,

this really should have been released as the first collection rather than the second. Still, it all plays just as well as it ever did, and is 100% arcade perfect, right down to the metallic fonts and Ryu's chin stubble.





Gen - Old master and rival of Akuma. SF, SFA2, SFA3

Gill - Final Boss who can restore all his energy with a Super move. SF3, SF321 Guile - Owner of the famous "Sonic Boom' cry. SF2, SFCE, SFT, SSF, SSFT, SFA3, SFEX, SFEX+A

Guy - The most famous Final Fight star to join the *SF* team. *SFA*, *SFA2*, *SFA3* **Hayate** - Lovely female fighter, rumoured to be related to Hokuto. *SFEX2* **Hokuto** - Rather weak female fighter with limited moves. *SFEX*, *SFEX+*, *SFEX+A* **Hugo Andore** - Formerly a boss in *Final* 

Fight, now in the SF ranks. SF321 Ibuki - Generally depised for replacing Chun Li. SF3, SF321

Joe - Very basic fighter from the early days. SF
Juli - Very similar to cammy in both

moves and apperance. SFA3

Juni - Almost identical to Juli except for a

different hair colour. SFA3

**Kairi** - Hokuto's brother with all of Ryu's moves. SFEX+. SFEX+A

Karin - Female rival of Sakura, looks hide a skillful fighter. SFA3

Ken - Ryu's arch rival and best friend. SF, SF2, SFCE, SFT, SSF, SSFT, SFA, SFA2, SFA3, SF3, SF32I, SFEX, SFEX+, SFEX+A

Lee - Student of Gen in the past. SF M. Bison - The big bad boss. Everyone wants a piece of him. SF2, SFCE, SFT, SSF, SSFT, SFA, SFA2, SFA3, SFEX+A

**Mike** - Boxer without gloves, believed to be Balrog. *SF* 

**Necro** - Strange mix of Blanka and Dhalsim. *SF3*, *SF321* 

**Oro** - Old, fat, ugly, one hand behind his back. Deadly. *SF3*, *SF321* 

Pullum - Daughter of a millionaire and fights like Cammy. SFEX, SFEX+, SFEX+A Rainbow Mika - Female wrestler with a funny eye mask. SFA3  ${f Retsu}$  - One of the first Shotokan fighters in the game.  ${\it SF}$ 

Rolento - Ex-Final Fight combatant with a large stick. SFA2, SFA3

**Rose** - Slender but powerful cousin of M. Bison. *SFA*, *SFA2*, *SFA3* 

Ryu - The most famous warrior in the videogame world. SF, SF2, SFCE, SFT, SSF, SFT, SFA, SFA2, SFA3, SF3, SF321, SFEX, SFEX+, SFEX+A

Sagat - The original boss and arch rival of Ryu. SF, SF2, SFCE, SFT, SSF, SSFT, SFA, SFA2, SFA3

Sakura - Has a crush on Ryu, and wants him to train her. SFA2, SFA3, SFEX+A Satsui no Hadou ni mezameta Ryu -"Surge of murderous intent awoken in Ryu". Says it all really. Just call him Evil.

SFA2, SFA3, SFEX+, SFEX+A
Sean - Another Shotokan, only this time imitating Ken. SF3, SF32I

Sharon - Impossibly beautiful female

fighter related to Blair. SFEX2

Skullomania - Superhero who fancies a bit of fisticuffs. SFEX, SFEX+, SFEX+A Sodom - Another Final Fight pugilist who uses a couple of luttes. SFA. SFA2. SFA3

uses a couple of Juttes. SFA, SFA2, SFA3 Super Akuma - More powerful version of Akuma. SFA2, SFA3

T. Hawk - Massive native American whose land was stolen. SSF, SSFT
Urien - Very similar to Gill, acts as his end

Vega - Lightning quick Spanish fighter with scary strap-on claw. SF2, SFCE, SFT, SSF, SSFT, SFA3

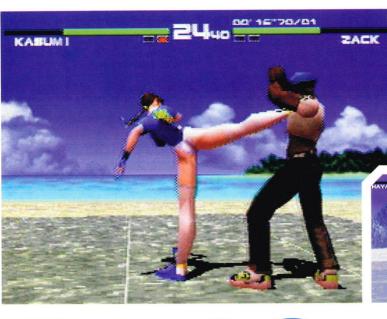
Yang Lee - Very fast Kempo fighter trained by Gen. SF3, SF32I

boss, SF3, SF321

Yun Lee - Twin of Yang, also trained by Gen. SF3, SF321

Zangief - Russian wrestler with the famous Spinning Piledriver. SF2, SFCE, SFT, SSF, SSFT, SFA2, SFA3, SF3, SF32I, SFEX, SFEX+, SFEX+A







(1) Repeated button taps produce their own minicombos. (2) There are only two attack buttons in this game - punch and kick. (3) The "Hold" button enables you to halt an opponent's attack then dish out one of your own. [4] Rumours of a for-theladies "pants throb" option for the male fighters in DOA2 are, as yet, unsubstantiated.





# Dead Or Alive

A fighting game whose trick up its sleeve is actually up the front of the female fighters' tops. But does a true **Tekken-beater lurk** behind all that false front?



es, it's true. The female characters in Dead Or Alive do have very active mammaries. In many ways, it's a shame that Tecmo saw fit to include such a feature, because Dead Or Alive is a highly accomplished and, in places, innovative fighting game. Hi-res and impressively fast-moving, it's

sufficiently different to its PlayStation contemporaries to warrant the handing over of cash, no matter the number of fighting

games in your collection. That its options menu includes the category "Bouncing Breasts: On/Off" rather cheapens it. But



[1] Stop mincing! Fight! [2] Heaven knows where this "special move" will end. (3) Very cool. Very detached.

then, perhaps it doesn't. Maybe it's all harmless, puerile fun, the videogame equivalent of a Carry On joke...

It's not just the pneumatic capabilities of its female antagonists that distinguishes Dead Or Alive from other PlayStation beat 'em ups, but its Model 2 heritage. A couple of years ago, Sega decided that a select few

arcade developers would be able to license the technology behind, among other titles, the superb Virtua Fighter 2 and Sega Rally.

Tecmo signed up, and Dead Or Alive is the fruit of its labours.

Eschewing the Tekken model of two punch and kick buttons, and rather than create a control method of its own, Tecmo has modelled Dead Or Alive on the Sega standard of single kick, punch and block buttons.

This is perhaps the closest Sony aficionados will get to experiencing the Virtua Fighter games on the PlayStation. There are other similarities, too, with many of DOA's move sequences and play techniques reminiscent of their Virtua Fighter equivalents. And that's no bad thing. Whatever its hardware shortcomings, Sega's pedigree as a developer of top-notch software can't be disputed.

But Dead Or Alive is more than a simple reiteration of Sega's work. Like many fighting games, bouts take place within a clearly marked area. However, instead of using walls or lethal drops, Tecmo has introduced the concept of the Danger Zone. If fighters are











SCEE

June 1999

■ DEVELOPER:

■ AGE RESTRICTIONS:

**Tecmo Ltd** None

■ PRICE: £34.99 ■ STYLE:

3D beat 'em up

(1) Hayabusa's "Nose Rub" special is particularly brutal. (2) The hi-res graphics are a bit of a treat to the eyes. [3] Fighting arenas range from the beach to surreal nightmarish visions of a technologyobsessed future. [4, 5] All the backdrops are wraparound 2D.





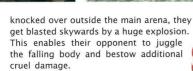
AS AN OPPONENT BEGINS A PUNCH OR KICK, A TAP OF THE SQUARE BUTTON MAKES YOUR CHARACTER CATCH THE BLOW.

That, in itself, is nothing new. After all, you can juggle opponents in Tekken 2, and almost every beat 'em up enables you to perform combos in near-sequential order. Dead Or

Alive is different, however, in that it enables you to defend yourself against attacks. There's the basic block move, of course, but you also have a counter-attack button at your disposal. Using it is simple. Just as an opponent begins a punch or kick, a quick tap of the square button makes your character catch the oncoming blow and give a perfunctory slap by way of risposte, or dodge a flying kick, or evade an attempted grab. The bearing this has on gameplay is significant.

As combos get longer with each new beat 'em up release, players have to spend more time memorising them and blocking different linked attacks. However, in Dead Or Alive, that's not really necessary. If your opponent is fond of convoluted attack sequences, you can stop him dead >

KABUMI



There are other beat 'em ups that feature juggling - the devastating use of combos on a falling opponent - but few titles where its use is of such importance. Once you're adept at Dead Or Alive, you'll be able to knock an assailant over with a four-, five- or sixstring combo, before repeating the procedure as your rival falls. To watch

DOA played by competent combatants is like watching a hyper-violent high-speed ballet, each fighter almost taking turns to execute quick and bewildering sequences of kicks or punches.





[1] Surely the elderly man must loose? Surely? Get out of there fast, Grandpa, before he offs you! (2) The "two characters dancing" gag? No. (3) Kasumi wipes the smile off Zack's face by targeting his veg.





### Dead Or Alive

### IN CHARACTER

There are nine selectable characters, but here are our office favourites...



whose acne and breat a headscarf on his face.

all-round Flash Harry sprinked with a touch of





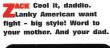
kick-merchant in the Chun-Li mould. Feisty, and ready for a ruckus

Japanese schoolgirl type. ugging herself camply





in hip-swinging, fingers as-pointing-pistol cowgirl attire. With stetson.

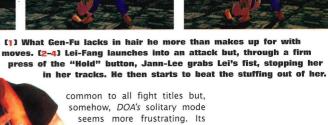






first punch. Of course, the opposite also applies. As a result, the "flow" of Dead Or Alive's gameplay is unique. You can go from defence to attack blindingly fast. In an age where beat 'em ups are crafted with Tekken firmly in mind, this alternative style of play is particularly refreshing.

Naturally, Dead Or Alive is a few steps short of perfection. First and foremost, its one-player game just isn't up to the standard of its multiplayer game. That may be a flaw



seems more frustrating. Its CPU-controlled opponents are just a little too good at executing throw moves when you least expect them, and it's difficult to second-guess these actions.

DOA isn't especially difficult to beat, but the higher skill levels encourage you to resort to cynical tactics as a means of winning. Try to be clever and you're likely to lose.

And another thing. The energy bars for each character are too short. They can be extended for two-player games, but remain pitifully inadequate in all of the solo modes. It's difficult to get a feel for a round when five or six blows can end it. It's understandable that energy bars will always be reasonably short for arcade-based beat 'em ups: the manufacturers want a high turnover of people - not one person hogging a machine with his or her "strategic" play - but why can't home conversions give us the option to extend the bars for solo tournament games? For everyone

who likes short rounds, there are others who find them frustrating. Nevertheless, Dead Or Alive is a superb and individual beat 'em up. It's fast - perhaps faster than Tekken 3, even - and has numerous secrets to find, moves to learn and fighting techniques to perfect. And the breasts mean nothing. Really.

**James Price** 



(1) Tina's killer blow sends Gen-Fu flying. (2) Fighting while out of the "ring" and in the danger zone causes you extra damage.



VERDICT

■ GRAPHICS

8 Violence:

8 Specials:

■ LIFESPAN: 6 Controls:

Way ahead of most of the competition in terms of polish and gameplay, Dead Or Alive remains secondary to the likes of 8 Tekken and Soul Blade.



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### **ISSUE 44 ON SALE MONDAY 22 MARCH**



### Bushido Blade

Take one part karmic contemplation, stir in a Manga plotline, ladle on liberal helpings of ultraviolent swordplay and what have you got? Bushido Blade - it's bloody fantastic...

> liché time again in PlayStationLand, with the present predictable mood being, 'All things must change'. Actually, it could've been 'A change is as good as a rest', 'A new broom sweeps clean' or, more pointedly, 'isn't it about time somebody came up with a brand new way of creating a fighting game and introducing, I don't know, weapons say to beef up the genre'. Yes.

> Bushido Blade is all these things and more. Developed by Squaresoft and an early hit in Japan, BB is a beat 'em up with a difference - no fists. And while you're at it, no quadruple back flips, no whirlwind tosses and bugger all in the way of bonus nonsense that somehow transports you from death's door to having the physique of a fishwife after a generous portion of steroid pie. Squaresoft has done its damnedest to make BB as realistic as possible - no time limits, no life bars, no arena boundaries. And when you consider the game is based around lamping each other with ancient Samurai swords, that means stabbing, blood, slashing, more blood, gouging and possibly a gallon or seven of the

But, as one glance at the game's opening movie credits and packaging reveals, BB isn't just about turning someone's face into so rhesus positive stuff. And a bit more blood. much mincemeat. Players assume the role of one of six students (Red Shadow, Tatsumi, Mikado, Black Lotus, Utsusemi and Kannuki), and fight it out in Meikkyokan, a 500-year-old fencing school.

Bouts are spread over eight fully interactive environments, from a lovely Bamboo Thicket to the charmingly-titled Executioner's Cove - a sandy bay where the sea runs red with blood. Each arena is a delight. Hack down trees, climb up walls, leap around blossom-strewn orchids, all before settling down to a good, clean fight that could last five seconds or half an hour. Why? Let us explain... Three words sum up the reason why Bushido Blade

isn't just Tekken with Stanley Knives: no life bar. In this game, a solitary jab with one of the eight swords

BUSHIDO BLADE IS A BEAT 'EM UP WITH A DIFFERENCE - NO BACKFLIPS, NO WHIRLWIND TOSSES AND NO SECRET BONUS NONSENSE

Details from Bushido Blade's charmingly-titled Slash Mode. The corridor holds 100 ninjas and, yes, you have to beat them all. And if you get killed?

Then it's back to the beginning. That'll be Zen for you...



The beauty of Bushido Blade is the chance to come back from the (nearly) dead. Fights last five seconds or half an hour. (1) Utsusemi moves in for the kill. (2) One last ditch effort, then the blond ninja sails through the air (3) and Utsusemi-san is now an ex-samurai. (4) Groovy... (5) Cubist bloodspilling and poses aplenty, courtesy of that ever-gruesome Replay option. (6) Bushido Blade isn't just about turning someone's face into mince.









SCEE February 1997 ■ DEVELOPER:

Squaresoft Japan

■ PRICE:

£34.99

■ ORIGIN: ■ STYLE:

3D knife 'em up

(1) Tatsumi takes on Red Shadow in Executioner's Cove. (2) Look, love, you've beaten him, alright? There's no need to make such a song and dance about it... (3) Time for your close-up, Ms Mikado...







DISHONOURABLE TACTICS
RESULT IN A CHASTISING QUOTE:
'NONE ARE MORE CONTEMPTIBLE
THAN THOSE WHO DEFILE THE
WAY OF BUSHIDO...'

available will bring the fight to an end. No health bonuses to save your sorry arse or double top secret moves - that's it. It makes for a tactical fight. Players are forced to block and shuffle rather than simply hammer the joypad. Of course, the odd bit of haphazard button-pummelling will no doubt bring a victory or two in VS Mode. But with a backdrop of Zen stoicism and Water Marginstyle honour, it won't serve you well in the long run. Try any kind of dishonourable tactics in Story mode - knocking someone down, attacking from behind, starting a fight before your opponent is ready - and a chastising quote from Kannagisai will appear saying, 'None are more contemptible than those who defile the way of Bushido'. This verbal slap on the wrists prevents you from progressing to later stages (and nastier bosses) and so forces you to stretch each character/weapon combination to its limits. Characters range from very fast (the lovely Red Shadow) to very strong (the pointy-haired Kannuki), while weapons are either light and

zippy (katana) or unwieldy but brutal (sledgehammer). Choose your combination carefully and then learn the moves.

Each fighter comes with three stances and three attacks (each high, middle and low) plus one guard move. Attacks change depending on a fighter's stance and the weapon used. With a bit of investigation you'll discover

all sorts of extra moves and combinations. That can mean a thrusting jab when injured, rolling around to avoid your opponent's leap-and-stab or a triple-slash to some unfortunate person's spleen with a nodachi. True, it's unlikely to satiate those *Street Fighter* fiends who study voluminous move sheets before turning on their PlayStation. But just try one fighter over a selection of weapons for a peek at the depth behind what is an









More action from the ultra-gruelling Slash Mode. Tatsumi's on the wrong end of a ninja's katana (1), falls flat on his face (2) but not before ensuring a double-knockout (3)... (4) Don't fret love, it's for the best. (5) This game's designers are warped people, let's be honest.





(1) Cool secret move #345: the Jump Very High And Stab Your Opponent's Neck Shuffle. (2) A wounded Red Shadow legs it during Story Mode. (3) 'And this is what we call a backhand pass'... (4) Back in Story Mode and our hero leaps before she looks. (5) Yes, that is a sledgehammer Tatsumi's using. Not very honourable that, pal... (6) Nice weather for it. (7) Preyingmantis tactics from the lady on the left. (8) Prepare to fight - although Tatsumi (right) looks like he's ready for bed. Nice jammies, mind.

BUSHIDO BLADE IS VIOLENT. VIOLENT IN AN OVERBLOWN, CARTOON, CHRIST-I-BET-THAT-SMARTS WAY THAT BEARS NO RELATION TO REAL LIFE...

intentionally but frustratingly simple game.

Simple doesn't mean sparse. Set to a soundtrack of okay-ish drum'n'bass, guitar overload and fitting sound effects (metallic chings, spilling guts...), BB boasts six battle options. Alongside Training and Two-Player Modes there's a first-person POV Mode (think Tekken 2's 'Wireframe' cheat), a Slash Mode (you in a corridor against 100 ninjas) and, best of all, a Story Mode.

The plot alters depending on which character you assume, but the story runs thus: Not just a retreat for Zen swordplay, the Meikkyokan school hosts a secret group of assassins called Kage. Dismayed by such nefarious activities, you decide it's time to skedaddle. But, unfortunately, there are a few fellas who would prefer you to stay - namely your now ex-chums, a dojo master or two and a bloke who's discovered guns are more effective than swords. It's the perfect, overblown







### Bushido Blade



plotline to frame BB's superb gameplay. Manga-style animated interludes pop up between each bout to thematically contain the game's ultraviolence.

Along with the game's realism in the life expectancy stakes comes the realism of what a sword in the face can do to someone. Bushido Blade is violent. Violent in an overblown, cartoon, Christ-I-bet-that-smarts way that (puritans take note) bears no relation to real life because IT'S A VIDEOGAME. If you don't like the idea of polygon blood gushing out of someone's face after a one-onone with a broadsword, then you're best off getting your kung fu kicks with PaRappa The Rapper. If you do, then enjoy one of the most playable, challenging and downright ace beat 'em ups to surface in recent years. You'll never look at a Kitchen Devil in the same way again...

**Andrew Collins** 





blocking is crucial in this game which aims for realism. One poke from that broadsword and you're history. [2] Excuse me for staring at your six pack, mate, but there's something I've been meaning to tell you... BB's characters have got pretty close after all those years living together in an isolated fencing school. [3] Running through this forest near Chernobyl can be pretty knackering. [4] Bushido Blade's ultraviolence is not for the faint-hearted. This is an aggresive, blood-soaked and gory caper

which probably isn't one to play with your Gran. Unless, that is, your Gran's a Ninja

(1) If you can't beat 'em, mount 'em. (2) Oo, big mistake. Purple shoes with that shade of yellow? (3) Lying down on the job is one way to prolong the fight. (4) Careful! You could take a man's eve out with that.



### VERDICT

**■** GRAPHICS: 8 Violence: ■ GAMEPLAY: 7 Specials: ■ LIFESPAN: 8 Controls:

Not for the squeamish but Bushido Blade threw down a gaunlet to other fighting games, daring them to be a little more than original.





# Rival Schools

Make the grade at *Rival Schools* and you can chalk up good marks. On your opponent's face.







Virgin

November 1998

■ DEVELOPER:

■ AGE RESTRICTIONS:

Capcom TBA

■ PRICE:

£39.99

STYLE:

3D Beat 'em up







[1] Bold, garish visuals inform the digital tussle. These may not be to everyone's taste, but they do have a certain juvenile appeal. [2] Roberto the footballing fighter. He dribbles people with his booties. [3] Uayato is a formidable opponent. [4] See. [5] White flare wearers can occasionally summon green blobs.





### **EVOLVER**



ou may have noticed mention of Rival Schools coming with a second disc called 'EVOLUTION', this is of course no lie and these are just a few of the options open to you.



Some of the screens, it has to be said, just aren't very interesting.



goodies on every victory.



Roy looks like he's heading for a fall. Actually, I'm joking.



The league mode allows for interesting pairings.





and punches - complete with Manga-esque 'Tzing!' sound effects. Capcom offers a merry bunch of pre-pubescent schoolgirls, bearded old men and college jocks, but the unusual pairings combine in two-on-one attacks which have to be seen to be believed.

Rival Schools is a fighting game only the Japanese could write ("Oh no! Not the super prestigious school!" exclaims one of

the characters apropos of nothing). It's smooth and effortless to play, while necessitating skill and timing. Its many moves are like the skin of an onion, with the finer intricacies only appearing as the basics are peeled away.

The title manifests itself over two disks. The Arcade format disk has, unsurprisingly, the arcade conversion, while the Evolution disk contains an enhanced version of the game with unlockable extras. These include daft footie, bowling and baseball games.

Of course, the burning question is: does it succeed in its quest to out-point Tekken 3? And the answer? Well, no. Not quite, Rival Schools lacks the depth, precision and total fluidity of the Namco game. It is, though, a worthy alternative and adds many fresh elements to a fun but cluttered genre that needs new directions. Ultimately, Tekken 3 is still the tough and amoral bully of the PlayStation playground and has enough moves and longevity to dangle Rival Schools upside down and nick Capcom's pocket money. Step up Rival Schools 2...









[1] In a fight pitting the art team versus the writer, the art-types slam me (the writer) with these odd pictures to caption but... [2] ...Wham! The creative writer-type slams back with these generic captions... [3] ...then 00shhk! The oddest picture ever (the caption writer falls unconscious).

### MODUS OPERAND

he pick up and play nature of Rival Schools is one of its great recommendations. Here's a quick and easy run

through of some simple moves and not so simple specials that you'll have to get under your black belt if you're going to become a master.



The Burning Vigour attack, while well handy, has to be perfectly timed or you'll come a cropper. They don't just throw these things together you know.



The basic punch or, as here, kick is a staple of any good fighter.



looks miles better on screen. Honest. it out in the clouds.



D, DF, F and D-pad roll will give you a basic fireball.



Here's that burning vigour attack - it With a mid-air attack you can scrap



The Tardy Counter only kicks in when you are blocking an attack.



When you team up your sub joins in with the kicking you are giving.

# Official UK PlayStation Beat 'Em Up Special

### Rival Schools

### **CHARACTER BUILDING**

There are always different characters that rise above the rest and these are a few of our Rival Schools favourites.



Footy bloke Roberto has a few exciting off-the-ball moves that hurt.



It's a mess that. And who'll have to tidy up afterwards? Answer me that.



...what he's like against a bloke with a bat is a diferent matter though.



A huge dragon punch type move, but with added fire - not at all bad.



Sakura sports the dodgy japanese schoolgirl sailor suit.



Sakura also has easy to control fireballs and whirlwind kicks.

(1) Kneeling and bowing won't protect you against that attack young lady. (2) The school paper – badly written and full of odd captions. (3) Check out the paparazzi attack. (4) Romantic antics in the gym. (5) Someone's for it. (6) The report cards tend to the obscure. Can you work out the result here?





CAPCOM OFFERS A MERRY BUNCH OF PRE-PUBESCENT SCHOOLGIRLS, BEARDED OLD MEN AND COLLEGE JOCKS...







VERDICT		
■ GRAPHICS:	8 ■ Violence:	8
■ GAMEPLAY:	8 Specials:	9
■ LIFESPAN:	7 ■ Controls:	8

B+. Capcom is still playing catch-up with Tekken 3, but Rival Schools is a step in the right direction. New moves and twoon-one attacks add to the basic action.















# Marvel Super Heroes

Comics are great. The PlayStation is great. Beat 'em ups are really great.

Whack all three in a blender and you should have the greatest game in the known cosmos. Hang on a sec, it's in 2D...

> D or not to 2D? That is the lame pun that always seems to feature in pieces like this. As 1997 melted into 1998, it seemed all it took for a game to be deemed 'awesome' was a sackful of polygons loosely arranged in humanoid shape. Who cares that it makes characters look like the lil' wooden fella off the Ronseal ad they're polygons! They're 3D! They'll backflip like a anatomically-knackered Barbie doll if you press Circle and Square half a dozen times in succession!

Thankfully a few clouds of dissent gathered. 3D polygons might represent the future of gaming, but as things stand at present that fact alone can't guarantee greatness. What about Tekken 3, we hear you bellow? Fair enough. But take a look at Wargods and then tell us polygons

are still the be all and end all...

The reason for such obvious contention? Capcom's Marvel Super Heroes, of course. Just put the words '2D' and 'beat 'em up' in the same sentence and it's 'knackered old arcade fossil' time and a game gets buried. 2D or not 2D that's

the last thing this coinop classic deserves. without Play prejudice and vou won't miss 3D.

As with Capcom's similarly 2D-but-ace Street Fighter Alpha 2, Marvel Super Heroes made the transition to the PlayStation with due aplomb.

Featuring exactly the same roster and storyline as its arcade parent, the plot's as simple as you'd expect. Half a dozen Infinity Gems have been scattered throughout the cosmos, gems that not only bestow rather nifty powers on whoever collects them but ultimately decide who rules the galaxy. Worryingly, such greed is more than enough to pitch hero against hero, so choose your character, practise a few thumb aerobics and get ready to kick seven shades of icky poo out of all and sundry in some spurious quest for ultimate power. Or roughly translated, beat 'em up.





(1) Pyrotechnics overdose, courtesy of the laser-addled Iron Man. (2) Thankfully, **Spidey comes replete** with Web Shield to fend off Psylocke's advances.

Official UK PlayStation Beat 'Em Up Special





■ PUBLISH	ER:
■ RELEASE	DATE:

Virgin

■ DEVELOPER: ■ ORIGIN:

Capcom Japan

■ PRICE:

£44.99

November 1997

■ STYLE:

2D beat 'em up

So why not ditch all of your 2D prejudices. This is a beat 'em up boasting seminal characters all blessed with enough moves to make you wish you had a memory card installed in your brain. Comic buffs will be chuffed, as whether

you take on the role of Iron Man, Wolverine or Magneto (full roster below), each character has been designed with its comic counterpart in mind. Spider-Man pulls his arachnoid poses, Captain America puffs out an all-American chest, the Incredible Hulk... stands there. And it's all backed up with digitised artwork from the Marvel comic in question.

Character moves are similarly appropriate and, indeed, plentiful. Have you figured out Spidey's Web Swing yet? QWell now try Magneto's mid-air Magnetic Blast. Managed to get your flippery digits around the lardy Juggernaut's Body Press? Then why not give Wolverine's Berzerker Barrage a go. Wonderfully animated with sprites as big as your eyes, each move is a treat





One Infinity Gem later and things are looking somewhat dodgy for the fellas up against Capt. America and Iron Man...

CHOOSE YOUR CHARACTER, PRACTISE A FEW THUMB AEROBICS AND KICK SEVEN SHADES OUT OF ALL AND SUNDRY ...

to behold. The aim of this comic-game crossover is to make you the animator. Marvel Super Heroes achieves that with consummate ease.

Ease, however, is something thankfully absent from the gameplay. Each character has its own strengths and weaknesses and you'll quickly find which one suits you best. Unfortunately, once you've got the standard moves off pat and progress a few levels, there's inevitably much more to learn. Infinity Gems bestow such gifts as Extra Speed and Super Armour and, with a full Infinity Bar, open the door to more moves. Overly complex? Well, it's not an argument you could easily dismiss. But with practice these new skills will see you through to later rounds and the slugfests that are the one-on-one battles with Dr Doom and the mighty Thanos. Tough as hell or just the recipe for a beat 'em up with a longer-than-usual lifespan? That, I'm afraid is down to your individual outlook.

However there are, as always, a few drawbacks we can point out. With all the programing power going into gameplay, Capcom made no effort to tart up the presentation and, more bizarrely, has introduced two non-Marvel villains (Shuma-Gorath and BlackHeart) rather than raid the Marvel super villains. But apart from that, nada. Top graphics, arcade-level gameplay, an infallible licence plus enough carnage to pacify even the most ardent Tekken junkie...

**Andrew Collins** 



























VERDICT ■ GRAPHICS:

8 Violence: ■ GAMEPLAY: 5 Specials:

■ LIFESPAN: 8 Controls: 7

Reports of the 2D beat 'em up's demise have been greatly exaggerated... A decent comics title for the PlayStation. What more could you want?





[1] Have at you sir! The grab moves can be followed up with kicks and punches. [2] The old uppercut. Original? No. Effective? Yep. [3] Dave (AKA R Kelly) tests his faith and his ribs. [4] Twister: "The pointer says break your pelvis and then sit on your head." Quality.





### sei: Sacred Fist

It made action games stealthy and football games skillful.

Next you'll be saying Konami has invented a thoughtful beat 'em up. Oh...

he ancients believed there was an elixir that prolonged life. Alchemists spent centuries searching for it. Explorers scoured the four corners of the Earth for it. Holy men sat on top of mountains on the off-chance that a vision of it would waft by. We could have told them that the substance they were after was gameplay. It's what makes staying up until two in the morning to get that extra track, fighter or level worthwhile. It's also something that Konami knows a bit about.

There's an argument made by blokes down the pub after a hard session of Street Fighter EX that only the Japanese can produce truly great beat 'em ups. Kensei

LINVIVAL RECOVER LIFE 17.71

Survival mode: One round, one life, one chance. This is where Kensei gets tough as you like.

is the kind of game that makes you admit they could have a point. Take throws, for example. In most fighting games throws are cheesy moves done close-up that require little skill. Kensei's throws are different. They work at a longer range but leave those who attempt them more vulnerable, they can be mistimed, countered or pulled off with such grace that even your opponent will have to admit it looked pretty flash. Then there's the blocking - usually a dour, negative (if necessary) affair, here it's sprightly, can be combined with dodging and evading blows and can also be used as a platform from which to strike back. This is a game created not by people who aspire to be directors or cartoonists, but by people so bonkers about games that their red blood cells are probably perfect polygon tetrahedrons.

It's an obsession with detail that makes Kensei stand out from the slew of Tekken-wannabes. Play it in normal toe-to-toe fashion and you'll miss out on half the moves. There are sneaky arm grabs from the side, kicks that spin through 360 degrees to catch out opponents sneaking round your guard and horrible neck-breaking holds that can be administered from behind. Visually, the game is effective rather than stunning, but Kensei's characters possess a heftiness lacking from Dead Or Alive and Street Fighter EX Slaps will just send your character's head rolling but a full-on punch or kick will





You'll do a different throw depending on your fighter's position.

VISUALLY, THE GAME IS EFFECTIVE RATHER THAN STUNNING, BUT KENSEI'S CHARACTERS POSSESS A HEFTINESS...



£39.99

■ AGE RESTRICTION:

■ PUBLISHER: ■ RELEASE DATE: ■ PRICE:

February 1999

■ STYLE:

**Full 3D martial arts** 





[1] The attacks are beautifully balanced: Timing is everything. [2] Eat my fist. [3] Quick kicks are always good for finishing off opponents. [4] A top Training mode helps you practice. [5] Behind you! Too late.





### **3D: THE TRUTH**

Put down your hot cocoa and move away from any sharp furniture because what we are about to say may shock you. Although it is an outstanding beat 'em up, Tekken 3 is not (gasp) a true 3D fighter like Kensei: In Tekken, except for a very few moves, the characters always face each other toe-to-toe. In Kensei, however, you're positively encouraged to sneak around and hit or throw characters from the side or while their backs are turned. Just don't tell Namco we grassed them up, okay?





Be a tad unsporting and pummel your opponents from behind.

see them flying across the screen, and the balance between slow power moves and fast weak ones is

Call us mad fools if you wish, but Kensei even manages to score points off Tekken 3 by giving you a right good scrap in one-player mode. Early on in Normal mode a few choice tactics will see you through but

### KENSEI MANAGES TO SCORE POINTS OFF TEKKEN 3 BY GIVING YOU A RIGHT GOOD SCRAP IN ONE-PLAYER MODE.

later opponents anticipate your side-shuffling, grappling or quick attacks forcing you to fight much cleverer than you might expect. You'll really have to know your stuff if you want to expand the eight strong line-up to 20 by finishing with all the characters. When that's done there's always the Survival mode ('winner stays on' with fists) and Time Trial (beat your own and other people's bout times) to have a pop at. If that sounds tricky then, like Tekken, there's a Training mode to help you spruce-up your skills.

It would be easy to overlook Kensei with the amount of quality fighters in this magazine all vying for a buying. That, however, would be a crime. It may not have graphics to die for and it hasn't been backed up by a million TV ads but Kensei is a fighting game to give Tekken 3 a run for your hard-earned £40. If Konami had managed to add an extra layer of gloss to its graphics, a few more spectacular moves and stunning character intros then even Namco might be looking over its steroid-swollen shoulders. As it is, Kensei is a game that focuses on addictive gameplay which ensures that - unlike many of its rivals - it's built to last. Pete Wilton







**Beware! When dance** moves go wrong somebody gets hurt.

almost perfect.



Beat 'Em Up Special ■ LIFESPAN:

VERDICT ■ GRAPHICS:

■ GAMEPLAY:

9 Specials:

8 Violence:

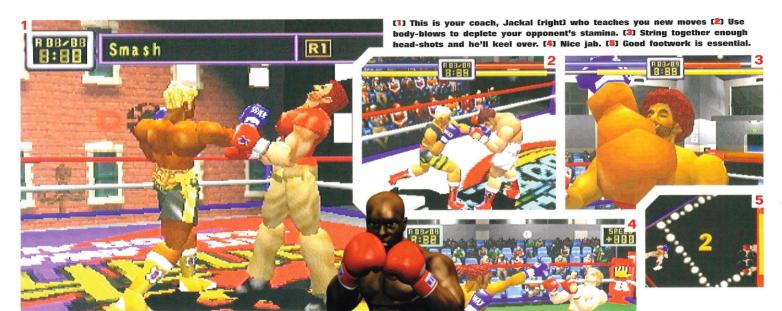
9 Controls:

7 A triumph of substance over flashiness. The first real 3D fighter that comes close to Tekken. Kensei may look demure but 9 it certainly packs a wallop.



# Victory Boxing 2

It's not trying to be *Tekken*. It's **not copying** *Street Fighter*. It doesn't want any of your special moves, just your **blood**, **sweat and dedication**...





ekken 3 is, of course, brilliant but it's not exactly realistic is it? If you were really accosted down a dark alley by a ravenous ten-foot brown bear, a bloke who can set his arms and legs on fire by the pure friction of his punching action, or Jackie Chan's evil twin brother... Well, let's just say the results couldn't be shown before the nine o'clock watershed. Victory Boxing 2 redresses the realism balance. Lacking superhuman special moves or OTT kung-fuery this is fisticuffs in its natural state, a contest of brawn, guile and staying-power.

The first thing you'll learn is that all-out attack is suicidal. Yes repeated pressing of the circle button will produce a nice jab/reverse punch/jab combo, but sooner or later you're going to get caught by a hook or uppercut and end up sucking canvas. How about a bit of blocking à la Street Fighter? Creat, until you realise that protecting yourself from head-shots is all very well. but out punches will slowly but surely knock

LACKING SUPERHUMAN SPECIAL MOVES OR OTT KUNG-FUERY THIS IS FISTICUFFS IN ITS NATURAL STATE, A CONTEST OF BRAWN...

the stuffing out of you. Mmm, nice canvas, lovely canvas.

The deal is Victory Boxing 2 has not one but two energy bars, the top one showing how close you are to a knock-down, the even more vital bottom one showing how close you are to collapsing outright from too much punishment. While the top bar will gradually recover over time, the bottom stamina bar has to last the duration of the fight – not too hard over four rounds, but rather daunting when you step up to six.

The best feature of the game is the chance to take one of a range of young hopefuls all the way to belt-holding glory. In the beginning these Ali-wannabes are weak as kittens, but blood them in fights against the weaker opponents and their overall skills will soon improve. It's a good idea to go for one

of the faster boxers as nipping out of the way of blows is by far the most effective way of staying upright. Gradually you become more adept at fancy footwork, using your guard in tight spots and attacking in short bursts – not forgetting that body punches, by lowering



How often is it you like a game's loading screens? Here you get tons of boxing facts.







■ PUBLISHER:	JVC	■ DEVELOPER:	JVC Japan
■ RELEASE DATE:	September 1996	■ AGE RESTRICTION:	None
■ PRICE:	£39.99	■ STYLE:	Boxing sim



### **COULD BE A CONTENDER**

The ultimate challenge of *Victory Boxing 2* is to turn a keen-as-mustard young pretender into a know-it-all champ. Every fighter starts out with the same attributes, your job is to pick the right opponents for them to learn their craft against. Keep winning and you'll climb up the local rankings to get a crack at the local champ and then enter the super-hard national league.















(1) Hitting most fighters in the head isn't enough to earn a KO, you'll have to grind down their stamina with a range of blows. (2) Jackal gives you advice. (3) You get to replay the whole of the previous round's action. (4) Sadly, he'll be getting up from that. (5) Arguello's classy cross.

your opponent's stamina, are the surest way to achieve a knock-out.

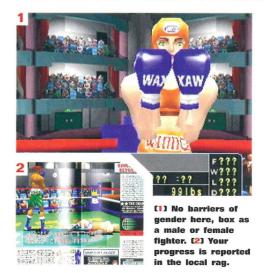
The learning curve starts out Everest-steep. This is not a game that will reward you with scintillating victories the second you pick up the joypad. First time out you'll get a pasting with even the pre-toughened

fighters. Despite its rather chunky-looking graphics this is a true 3D fighting game, it takes time just to learn how to move out of the way of blows and how to make punches count side-on or close-up. Impatient gung-ho types won't like it and those still stuck in 2D mode won't understand it. This is the price Victory Boxing 2 pays for mirroring the gruelling nature of the fight game so accurately. This sequel makes a few concessions to arcade-bods with just a simplified system of training and no added complexity of a power bar that weakens each time you throw a punch. Otherwise, beneath its tanned polygons, it's 100 per cent Raging Bull.

Still not put off? Then you might have what it takes to guide a contender all the way to the top. *Victory Boxing 2's* trump card is that, because it makes you invest so much time and effort in your young fighter, you're desperate for them to succeed. Every defeat becomes a disaster, every victory just one more stepping stone towards that coveted national title. At once noble, brutal and thoughtful – and fuelled by pure stubborn pride – the art of *Victory Boxing 2* is such that once it's learnt it drives you to master it.

Rob Pegley

IMPATIENT GUNG-HO TYPES WON'T LIKE IT... THIS IS THE PRICE VB 2 PAYS FOR MIRRORING THE FIGHT GAME SO ACCURATELY.





### VERDICT

■ GRAPHICS: 7 ■ Violence:

■ GAMEPLAY: 8 ■ Specials:

■ LIFESPAN: **8** ■ **Controls**:

The best boxing game around, makes the rest look like glass-jawed has-beens.
Fight fans will love it, as will anyone who enjoys a tactical slugging match.



# Knockout Kings 99

Hot on the heels of the excellent *Victory Boxing 2*comes a new challenger from EA Sports...

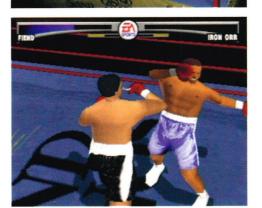


iven the effort – and not inconsiderable sums of cash – that Electronic Arts puts into its attempts to dominate the PlayStation sports sim arena, it's perhaps a little surprising that it has taken so much time to get around to a boxing game. As it turns out, though, it has been worth the wait. Knockout Kings is a solid, well-balanced digital version of the pugilistic art, and gives JVC's Victory Boxing series some serious competition at last.

In many ways Knockout Kings bears more than a passing resemblance to the Victory games, especially the first one. But this isn't a case of EA ripping off JVC, but of both games being inspired by 4D Sports Boxing, a fairly obscure PC title from years ago. Where this is most obvious is in the Career mode, in which you create a boxer of your very own and guide him to the World Title. Each boxer is rated by three characteristics - Speed, Power and Stamina - and between each fight you can choose to train on either the speed or heavy bags, thus customising your characteristics to suit your style. However, over the top of this basic game structure, the people at EA Sports have lavished their usual attention to detail, a slick new graphics engine and several neat features, not to mention a shedload of licensing deals.

Knockout Kings' visuals take a while to get used to, but the more you play, the more you appreciate them. All the movements have been motion-captured, giving

THERE ARE NO SILLY MOVES - ALL THE PUNCHES AND BLOWS ARE STRAIGHT OUT OF THE REAL SPORT.



From vicious hooks and one-punch knockouts to realistic clinches, referee decisions and even bunny girls announcing each round, *Knockout Kings* has it all. It's also great fun.







■ PUBLISHER: **Electronic Arts**  ■ DEVELOPER:

■ RELEASE DATE: December 1998

■ AGE RESTRICTIONS:

11 and over

In-house

■ PRICE:

■ STYLE: £39.99

**Boxing sim** 

### TITLE FIGHT!

### How does the new contender match up to Victory Boxing 2?

### Round 1 - Speed

Victory Boxing 2 gets off to a good start, being not only faster-moving than Knockout Kings, but quicker and easier to get into as well...

VB 2: 10 Knockout Kings: 8

### Round 2 - Power

When things start to get tough, though, EA's young contender calls on its smoother, more realistic animation and vast selection of famous boxers.

VB 2: 9 Knockout Kings: 10

### Round 3 - Skill

It's all starting to go wrong for JVC's champ. Its smaller range of moves and simpler gameplay just can't match the depth and authenticity of Knockout Kings. VB 2: 8 Knockout Kings: 10

### Round 4 - Stamina

As VB 2 begins to run out of steam, the youthful Knockout Kings just keeps on going, with more variety in its career game and greater replayability.

VB 2: 9 Knockout Kings: 10

### The Result...

### VB 2: 36 Knockout Kings: 38

A close fight, then, but Knockout Kings just has the edge in too many areas, and manages to grab the belt from VB 2 in a display of all-round excellence.

a striking sense of realism to the proceedings and there are no silly special moves - all the punches and blows are straight out of the real sport.

The licensing arm of EA has also been working overtime, with the result that the game contains no less than 46 impressively accurate representations of

### great boxers from both past and present, including such luminaries as Sugar Ray Leonard, Jake LaMotta, Ken Norton, Rocky Marciano and the 'Greatest Of All Time' himself, Muhammad Ali.

When it comes to the game itself, there are three different modes to choose from. As well as the aforementioned Career mode, you can pit any of the game's boxers against each other in the no-rules fistflailing of the Slugfest mode or, for a slightly more refined experience, there's the Exhibition mode. This also enables you to pit the boxers of your choice against each other, but this time you must stick to the same weight class and obey the rules or risk being disqualified.

Knockout Kings is the first PlayStation boxing game to feature clinches and illegal blows. The former can get you out of a sticky situation, while the latter can be a bit of a risk - they do great damage, but if the ref notices you'll be in trouble.

Knockout Kings is a great boxing sim and better than VB 2 in many ways. But it's also, sadly, far from perfect. On a practical note, your jabs have a shorter range than your right (or, for southpaws, left) hand, which kind of defeats the point of the jab in the first place. There are also a couple of problems with the Al, notably that they never use the clinch and never try to hit you when you grab them. The Career mode is also fairly basic, with no challenges from lower ranked boxers until you become the champ and no way to get any information about potential opponents before the fight. Finally, there's a distinct tendency for the boxers themselves to look a little porky - there's no way a 15 stone, 6' 2" boxer should look as thick around the gut as they do here - and there are some problems with scaling, especially when it comes to the relative height of two opponents.

But despite these minor niggles, Knockout Kings is still the most authentic and accurate boxing game for the PlayStation. Just hope they don't incorporate virtual reality into PlayStation 2 for Knockout Kings 2000.

**Andy Butcher** 





**Defeating your opponents in** Knockout Kings requires skill, timing, patience and training. Amazing, it's just like the real thing... Well, ish.











VERDICT

■ GRAPHICS: 8 Violence:

■ GAMEPLAY:

8 Controls:

8 Specials:

Beats Victory Boxing 2 by a judge's decision to become the best PlayStation boxing sim, but it could have been even better with a little more thought.



# PlayTest



(1) Each bout begins with a chest full of gems resting between both players. The trick is to get the gems without being clobbered in the process. (2) Ryu takes it on the chin... (3) ...before launching into a Hurricane Kick by way of riposte. (4) Why? How? What? Pocket Fighter's a pretty bizarre game alright.







# Pocket

The latest member of Capcom's

super-deformed characters, but

here seems to be no end to the Street Fighter franchise. In the years to come we predict that, sans teeth, sans hair and sans bladder control, your aged hands will still be clasping your joypad in the name of all that is violent.

Pocket Fighter is the latest addition to the

stable. And it's good.

With years of practice under its black belt, Capcom has honed the Al and balance of its 2D beat 'em ups to an astonishing degree. Pocket Fighter

sees it discard the six-button system it has favoured since the beginning for this installment.

Instead, players launch familiar attacks with solitary punch and kick buttons, complemented by the new addition of a power-up special button. Street Fighter purists might scoff at

the prospect of this 'slimmed down' control system, but the absence of differently-powered blows does not, in this instance,

equate to low-tech gameplay. Instead, the basis of

enduring series contains plenty of cute

Can they fight?

Pocket Fighter's gameplay has been firmly tweaked to further encourage special and super attacks. This means more fireballs, more dragon punches and lots of bright - sometimes even garish - screensized impact effects.

Those familiar with Super Puzzle Fighter 2 (PSM20, 9/10) will recall the brightly-coloured gems of Capcom's take on the Tetris Plus (6/10 PSM26) theme. These make a return in Pocket Fighter, acting as power-up

devices. Released by clouting an opponent, these increase the ferocity of special moves. The more a player collects, the greater the power of their character's three trademark attacks.

In its efforts to ensure the bitmapped characters possess ever more outlandish and powerful special moves, no doubt Capcom will eventually invent a special





(1) It's raining female Japanese beat 'em up characters, apparently. (2) And they fight, too.

### **WALLFLOWER FIGHTER**

to spoil the game for anyone, but there are lots of cameo appearances throughout Pocket Fighter by characters in the different versions. The two major places of interest are DeeJay's Cafe Maximum and Gen's Restaurant. In these two areas









there are loads of different characters taking a break, though they aren't the only ones, and some of the people in there are only visible for a second. Take a look at these few grabs and see who you recognise.



(1) That, we would guess from the blood, hurts. (2) Zangief still favours throw moves, but he's considerably faster these days.

Virgin

■ DEVELOPER:

■ AGE RESTRICTION:

Capcom None

■ PRICE:

October 1998 £34.99

■ STYLE:

Cute 2D beat 'em up

### FIGHTING CLONES

he Edit Fighter option is, it has to be said, a wee bit bonkers and no mistake. First go off to Edit Fighter, then go to Quiz, then vou can choose the character you want to personalise or you can leave it to Tessa the witch. After choosing a character you face a bizarre series of questions which take on the guise of a personality test. You then name the character you want - you can, depending on your sense of wild irresponsibility, have a swear word for a name but we wouldn't endorse that kind of base behaviour. You now have a character to pit against other fighters. In the Quest and Survival modes your character fights others and, if victorious, wins itself Cards. These are interchangeable characteristics which will add different skills and attributes. But during this fighting you aren't in control of the action it's impossible to control your character. In the Test option you can fight against them, or get your mates to take them on. If a friend has a character they can save them to a memory card and pit them against your character. It's all very reminiscent of conkers but can be quite an entertaining distraction.





[1] Three strikes and Tessa's almost out as the big cat in the chair toasts himself. [2] Whatever move Ibuki just pulled on Zangief, one thing's for sure: it must hurt. [3] But that looks like a pretty good come-back as Tessa unleashes the Assault Cannon special move.

move that eliminates all life. True to form, Pocket Fighter is packed with loud, bright, chaotic and eccentric attacks. For example, moves accessed with the third power-up attack button often see the character in question change costume for the duration of the move.

Like many of its kin from the Capcom fold, Pocket Fighter is easily enjoyable and, unusually, it will appeal to both young and old players. Youngsters will enjoy the superdeformed characters and their cartoon-like animation, while crusty old veterans appreciate the hidden depths of its combat system. Above all else, it's fun, and - unlike most other beat 'em ups - it doesn't take itself too seriously. You might think it sounds a bit too childish for serious beat 'em up potential but trust us, it's cool.

10

James Price





[1] Left hand for 'hello' and right hand for 'goodbye'. [2] Stop scowling and fight, damn you! [3] Avenging angel. [4] Zangief picks on Ken.



Beat Em Up Special ■ LIFESPAN:

■ GRAPHICS:

7 Violence:

■ GAMEPLAY: 8 Specials:

8 Controls:

Yet more proof - as if it were needed that 2D beat 'em ups are a worthy alternative to polygonal pugilism and not, as is alleged, somewhat passe.



### Bloody Roar: Hyper Beast Duel

You too can be like a bear with a sore head, courtesy of

Hudson Soft's shape-shifting beat 'em up





Use the training mode; it's damn useful for picking up tips.



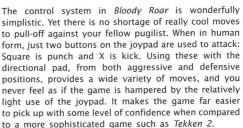
on the lycanthropy (werewolves and other werestuff) myth. Each of the characters and there are eight core players to fight with or against - is human. But throughout the battle you have the opportunity to transform into a beast, effectively a were-creature, so enabling you to perform special moves and inflict more damage. This ability isn't automatic throughout the scrap, however, for as well as the usual life bar you also have a 'beast bar' which slowly increases as you are damaged. Once this bar gets about a third of the way up, it starts flashing and you can hit the 'beast' button to transform. You might want to consider doing this immediately, though, because once you've adopted your beast persona, each hit against you starts to deplete your beast bar - and when you hit rock-bottom you promptly turn back into a human again.

loody Roar is a beat 'em up that uses a twist

So it often works in your favour to wait for your beast bar to fill up almost to its maximum before making your transformation. This transformation element and the timing of its use is the key factor in *Bloody Roar's* strategy, and it's one that this reviewer, at least, has come across in a beat 'em up title before. In a hefty scrap your beast bar can build up and decrease again with enough rapidity to let you transform two or three times – the same goes for your opponent. So judging precisely when to take advantage of your dark side is vital.

But let's not forget that this is a beat 'em up, too, and the swinging of punches and the placement of kicks is every bit as important as employing the right strategy.





A further button – the Circle – is used when in beast form. Hit Circle after using it to transform and you can then use it again as a slashing attack, taking advantage of your animal's sharp claws. Of course, combinations







(1,2) The fences can be very effective weapons. Try to get the fighter in the corners and knock 'em senseless. (3) Each special move comes with fancy graphics. (4) Yugo should win.

### PRETENDERS READY

Bloody Roar enters an arena replete with champions and alsorans. Here are a few of the greatest fighters around...

[1] 72's Bruce Lee looky-likey gets a right kicking. For little or no reason. It seems. [2]

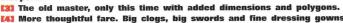
A flashing blade from the Namco stable. 3D pugilism with weapons.



















Virgin Interactive

■ DEVELOPER: ■ ORIGIN:

■ STYLE:

**Hudson Soft** 

Japan

■ PRICE:

February 1998 £44.99

3D Beat 'em up

### **CONTENDERS READY**



The wolf-like Youo is UGO one of the faster characters, but his moves are tricky,



women. She's tough, though.

Not the prettiest of

NG The Eye o. .... The Eye of the Tiger soundtrack here.



**Gado's mighty roar** GADO is every bit as scary as his bite





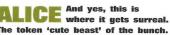
The 'zen' of the beautiful woman is the cunning, conniving fox. Realistic, eh?



**Knocking his hat off** is the fastest way to seriously get on his nerves.

















[1-3] One of the highlights of Bloody Roar is the mightily impressive scenery. Some just look great while others move.

of buttons also bring on special moves, though these are generally - and rightfully - pretty tricky to achieve. And that's it as far as the buttons are concerned, except for the Triangle which, when in beast form, can be used to put you in 'rave' mode. Although after hours of playing it seemed to have very little influence on the gameplay.

The range of characters and their fighting techniques is adequate, but not brilliant, chiefly as there's little variety in fighting styles. There's a clear distinction between the top and bottom of the scale but those in between aren't so easily distinguished. This is in part compensated for by the differences in special moves, but characters' unfortunately this is one area in which Bloody Roar lets itself down.

What Bloody Roar does not lack, however, is options and game types. As well as the traditional arcade game (10 rounds in total), there's also: the Versus mode; a Time Trial mode (complete the game as quickly as possible, taking every opponent on twice); a Practice mode; and a Survival mode where you have to get through as many single-round battles as possible without ever having your life bar replenished.

On the options front you can alter the difficulty, on a scale of 1-8 with the default being 4, and the attack level. You can give your characters 'big heads'instead of the stock adult appearance, and you can turn a bloody visual effect on and off. There are a mountain of others which aren't really significant enough to mention here.

Despite its simplistic control system, Bloody Roar is a complex and intriguing beat 'em up.

Will Groves



6

(1)Hmm, floating in mid air. Now that's clever. Useful, too. (2) If they're close by, you'll fling your opponent across the screen the moment vou 'change' into the fierce, hairy beast from hell which you always suspected you had in you. [3] Even if they're in beast form, your opponent can take a serious beating. Fear nothing. (4) Because of the pace of the action, face-offs are rare. (5) Those particularly heavy blows are accompanied by smart visual effects added incentive to kick in your opponent.

JUDGING PRECISELY WHEN TO TAKE ADVANTAGE OF YOUR DARKER, BEASTLIER SIDE IS THE KEY FACTOR IN BLOODY ROAR'S STRATEGY

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	Beat 'Em Un Special E' 3

VERDICT ■ GRAPHICS

■ GAMEPLAY:

■ LIFESPAN:

8 Specials: 9 Controls:

9 Violence:

Let down by a lack of fighting-style variety. Still, heaps of strategy and a visual treat. Up there with the early Tekkens, which isn't bad.







■ PUBLISHER:

■ DEVELOPER:

Kronos 15 and above

■ RELEASE DATE:

May 1998 £34.99

■ STYLE:

■ AGE RESTRICTION:

Fantasy 3D beat em' up











Cardinal Syn's FMV sequences fly in the face of medieval beat 'em up tradition by featuring armour, swords, castles, peasantry and er... probably some wizards. We can't mention where in the game this sequence comes from, but we got to it within an hour.

# Gardinal Syn

### Fans of ironmongery rejoice. Big axes. Huge pointed swords.

A mountain of armour and more helmets than... Well, you get the idea. Let the tournament begin.



arely dressed women slapping gents' faces. Prancing male lunatics in skirts and the sound of metal slicing through limbs. Sounds like a Glaswegian nightclub, but actually it's *Cardinal Syn* – a slash, chop and occasionally kick title that isn't set in a Scottish pick-up joint but probably could have been.

The story is long and involves clans, big swords, wise men and some magic. You've seen the main elements before: 3D graphics, weapons, a reasonably wide variety of moves, slightly fewer characters and lots of horror. No surprises there. In fact, no big surprises anywhere — there's little to distinguish it from the punchers, stabbers, kickers and choppers currently on the market.

Cardinal Syn's one gimmick is the interactive scenery. This boils down to moving coal carts, fiery pits, spikes and blow darts, all of which can be used tactically. This works quite well: rather than lunging with your sword, you can take your attacker by surprise and simply push them into some flaming lava. You'll also encounter boxes filled with power-ups such as extra strength.

Graphically the game does the job but doesn't



The final boss takes the form of a flapping dragon. It has wings, a long tail and breathes fire. But it isn't difficult to dispatch.





[1] The lady in the hot

pants is the villain of

was as varied as its

backgrounds.

the piece. (2-4) If only

Cardinal Syn's gameplay



astound. Backgrounds are suitably dingy and evoke a world of hot pokers and stretching machines. The eight characters and two bosses, however, are less impressive. Some, such as Plague, nonce around the screen with all the menace of Liberace's clutch bag. The hair-covered McKrieg has a natty line in leather briefs, Mongoro breaks wind to see off enemies and Heckler is a mincing harlequin. Amusing characters? Perhaps. Frightening and tough looking? 'Fraid not.

Fighters have the usual sackful of moves, but most just involve chopping and hacking. *PSM* managed to see off all eight characters, the bonus fella Redemptor and main baddy Syn herself, with just two moves. The final dragon simply required a poke in the guts followed by continual running away till the timer elapsed. During a two-player bout it became evident that the game favours cheap, easily executed chopping moves over more elaborate fare.

Cardinal Syn enables flight rather than fight. This is in its favour, as are the novel power-ups and painfully interactive scenery. It just isn't enough, though. With Tekken 2 on Platinum and Tekken 3 out, Cardinal Syn looks a rather poor bet.

Stephen Pierce





PlayStation.

Beat 'Em Up Special D

VERDICT	- 10	
GRAPHICS:	6 Violence:	8
■ GAMEPLAY:	5 ■ Specials:	6
LIFESPAN:	5 ■ Controls:	5

Cardinal Syn's playing environment is quite cool, but the game's too easy and doesn't offer much variety in character or location. Soon becomes tedious.











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■ PRICE:

September 1996

■ DEVELOPER:

■ STYLE:

Capcom Japan

■ ORIGIN:

2D beat 'em up

# Darkstalkers: The Night Warriors

It's Capcom's long-awaited sequel to the famed Street Fighter II

but are the humorous animation and sumptuous backgrounds enough to shadow the Stalwart Street Fighter Alpha?





(1) is your blood as thin and weak as you? Vladmir 'don't-call-me-Ryu' in his victory pose. (2) Johnny Talbain gets his rewards for winning

arkstalkers follows the all-too-familiar Capcom storyline where several fighters from around the globe engage in all-round martial arts mayhem for no better reason than to find out who's the hardest.

The fighters' peers comprise a collection of 10 monsters which includes just about every classic beast from werewolf to revived pharaoh. This potentially sinister group has been drawn with the usual Capcom panache. There's more humour than usual in the animation, such as the miniaturised versions of characters which appear after being hit by Anakaris' spell. It's particularly funny when Talbian turns into an angry Dachshund and you'll laugh at the burnt fur and clothing characters get when hit by a fireball.

While the sprites are of the usual high standard, the artists have gone berserk with the backgrounds to create some sumptuous arenas.

Aesthetics aside, the secret behind the success of the Street Fighter series is its finely-tuned game engine.

(1) Disillusioned with Raptor's fur treatment, Talbain visits Victor's therapy centre. Bad move, Talbain. (2) One of the niceties featured in Darkstalkers is air-to-ground projectiles. Well, not that nice.

The characters, except the computer-controlled ones, abide by certain laws or restrictions.

Examples of how this engine works can be found in the character animation. When a character gets belted by a fierce blow it goes into a recoiling animation, giving the aggressor time to start a combo with a follow up attack. After a character performs a special move it has an enforced recovery period to give the opponent chance to counter-attack.

Capcom's 2D beat 'em up engine has been tweaked and improved with each new game. There's a host of smart features. You can throw projectiles and block in mid-air, have more than one projectile on screen at a time and dash backwards or forwards by double-tapping the joystick. There are other, more subtle modifications such as projectile dissipation, block-stun and block-stun reversals which call for new tactics and skills. A Special

> enables your character to perform any of several super moves or increases their damage. These

changes make the game less formulaic than Street Fighter and more satisfying to play.

But Darkstalkers is far from perfect. For starters it's too difficult due to the relaxed 'rules' which allow the computer character's Al too much freedom. It can be exasperating to see your tricky special moves stopped by a perfectly normal kick or punch. It's nearly impossible to complete the game on the Default setting with all but three of the characters.

This doesn't stop Darkstalkers from being great fun to play, especially in two-player mode. But why release it now, after the technically superior SFA has been out for some months?







10 of the strangest (2) Pyron (right) is the Boss monster person.



7 Violence: GAMEPLAY: 8 Specials: 7 Controls

Not Street Fighter - which is good and bad. It's a sound game but it would have been better if Darkstalkers had been released before SFA.

Will Groves





giant-spinning-foot attack must have

a great sense of humour.





Ocean

November 1997

■ DEVELOPER:

■ STYLE:

■ AGE RESTRICTION:

Koei None

■ DDTCE

£44.99

3D hack 'n slash 'em up











Scrap on! Dynasty Warriors affords you the chance to enter an ancient asian medieval world of battle and kick the ass of loads of folk with your skills with weaponry. Lu Xu here also shows how you can scrap against the computer, get beaten down and still win through.

# Dynasty Warriors

Shunning fancy sword flashes and elaborate special moves,

Ocean get back to basics as they enter the over-populated beat 'em up fray



hina was a lawless place 1,800 years ago when warlord Dong Zhuo kicked off a fight between three rival dynasties. But he did the PlayStation a favour because, as you've no doubt guessed, that historical scenario forms the context for this great 3D polygonal beat 'em up.

The trend recently has been for beat 'em ups to boast impressive sword flashes and combo bonuses invoked through impossibly tricky button sequences. But DW sticks to the basics: good moves plus a few hidden ones; class graphics; and solid gameplay. Almost everything has a gameplay rationale.

Dynasty Warriors introduces 12 fighters – none is in a short skirt – and packs in the wad of gaming options which we've all come to expect from the genre.

Patience and timing are rewarded when you're attempting to register points over your opponents. You can get stuck in with a caning assault on the joypad – and sometimes it will work – but you'll usually lose to a more cerebral player. When your 'Chi bar' is flashing you can pull off some funky special moves. Then there's the satisfying bash, bash and bash 'em again sequence when a KO's scored. It's good for totally destroying your



A lot of the game depends on knowing when your opponent is off guard and lunging in with a well placed slash/hack combo.



opponent's morale. It's also worth learning how to defend well. A specific sort of defence is needed depending on whether you're facing a thrust or a strike; go to the Practice option to learn the difference between the two. Get this right and your opponent becomes unbalanced and so vulnerable. This can lead to some exciting tactical battles between fighters who know how to attack and defend, turning *DW* into something much more than your average beat 'em up.

There isn't one hugely superior character so you'll need to learn each one's strengths and weaknesses. The chaps with the big pointy sticks tend to suffer when you get close in, while smaller fellas are faster and can pull off special moves more easily. Characters with really powerful weaponry – like the bloke with the big ball on a stick – are vulnerable at other times. This guy, for example, has a special move which involves him jumping on his ball like a pogo stick. If he makes contact with you when you're down it can really smart. But if you counteract the move, he loses a lot of energy.

DW is less subtle than Tekken and less flash than Soul Blade. But it's a superb all-round performer, visually crisp with lots of attention to gameplay.

Richard Knight



(1,2) The sword wielding effects are all action-packed – and swift as you like. It's an entertainer and is well balanced to boot.





VERDICT		
GRAPHICS:	7 ■ Violence:	7
GAMEPLAY:	8 Specials:	6
LIFESPAN:	8 Controls:	7

Lacks the frantic, manic action of something like Soul Blade but it fights better than most. Worth adding to your beat 'em up collection.









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UBLISHER: ELEASE DATE:

**Eidos Interactive** December 1997

■ DEVELOPER: ■ ORIGIN:

Core Design

■ PRICE:

■ STYLE:

2D Beat 'em up

# Fighting Force

In an effort to dodge the mainstream fighters, Core adds a

3D punch to an ageing concept... Will it be enough to captivate today's PlayStation pugilists?





Taking it out on nearby vehicles will reveal many weapons.



nce you've recovered from the shocking lack of originality in Fighting Force's scenario, it's time to select one of the protagonists. All four possess a similar amount of basic moves as well as several special attacks specific to each character. So while one female character's agility allows her to somersault over an enemy, following with a spine-dislodging kick to their back and finally landing on her feet; another's brute strength will see them lifting up an opponent before sending them crashing to the floor (usually head first) with a sickening thud.

Initial impressions of Fighting Force are good. By adding the 3D element, Core have injected a sense of freedom not found in previous 2D equivalent titles. Also, the introduction of an interactive environment heightens the enjoyment. Indeed, much fun is to be had beating up the police car parked near the gates of the opening level, initially setting off its alarm before your relentless assault proves too much and the vehicle gives up, collapsing in a heap of wrecked metal.

Of course, cars aren't the only smashable objects in the game; almost all the polygons are interactive. The ability to demolish these isn't simply a case of indulging a player's destructive fantasies, of course, but rather one of keeping them alive. Very often, weapons and energy pick-ups contained within these objects are dispersed over the floor, awaiting collection. As well as using weapons dropped by enemy fighters, players can use everyday objects such as fire extinguishers, wheels and handrails ripped from the wall as a way of progressing further into the game.

After extended play, though, the game's weaknesses soon become apparent. Visually, the level of detail of the characters is less than that of the Tekken series. But then - technically - there's a lot going on. More importantly, the control method is clumsy and a lot of







Smasher, the game's strongest though slowest character (intellectually as well as physically), has a tendency to get himself surrounded by enemies before using a particularly brutal - yet effective - way of dealing with them.



time is spent correcting the position of the character to ensure their moves connect cleanly with the enemy's jaw or stomach. You'll quickly lose vital energy in the process; the CPU wastes no time in taking advantage of your defenceless position as you struggle to master the control system.

Fighting Force's real problem lies in its lack of excitement. True, there's plenty of action. But this doesn't change once players get past the first level. It's basically a case of disposing of wave after interminable wave of enemy fighters.

The two-player mode brighten things up a bit and it's good fun when players team up against numerous evil minions. On top of that, the developers have attempted to prolong interest by adding an Arena mode where players can pit their skills against each other in a one-to-one combat situation. And every so often a different route can be chosen so that when played through again new levels will provide variety. The problem is that few players will really enjoy ploughing through 25 levels of repetitive action for a second or

Fighting Force represents a brave effort at breaking away from the trend. But it would have benefited from more variety in gameplay to make it a more serious contender.

Simon Kirrane





(1) Fighting Force uses familiar beat 'em up scenarios like the subway train. (2) **Never annov two** gingers at once. [3] Years of beat 'em ups and still city planners leave dangerous steel barrels on the streets. (4) Looks like a breakdancing competition but is, in fact, a fight to the death.



VERDICT		
■ GRAPHICS:	8 Violence:	
GAMEPLAY:	7 Specials:	(
LIFESPAN:	4 ■ Controls:	(

Dated the day it was released, this initially fun title is spoilt by too many levels offering too little in terms of gameplay innovation.







Virgin March 1998

■ DEVELOPER:

STYLE:

■ AGE RESTRICTIONS:

LucasArts None

PRICE:

£39.99

3D Beat 'em up

### Star Wars: Masters of Teräs Käsi

In another galaxy, in another beat 'em up, Star Wars characters gather to do battle. Is Lucas Arts' fighting game a Jedi in the making, or

would Obi wan' to play Tekken 3 instead?









[1] Light Sabre battles

stick to the controller.

Wars. (4-5) Being able

to play as Darth Vader

complete MOTK once,

Remember to have a

memory card handy.

and he's yours forever.

are by far MOTK's

strongest point. (2)

Use the Force - or

(3) The scenes are

unmistakably Star

is easy. Simply



ithout Skywalker, Vader and Solo, this is nothing. Though to assume that Masters of Teräs Käsi is all tie-in and no trousers would be wrong. Beneath the heavy mantle of its licence lies an enjoyable, if flawed, fighting game with the advantage of optional weaponry. Soul Blade may have offered weapon-based combat, but MOTK is unique in allowing players to sheath blades and blasters for fisticuffs. Luke and Darth Vader have light sabres - of course - while Han Solo carries a pistol and so on. Use the R2 button to draw these armaments.

Unusually, drawing your weapon enables you to perform loads of new attacks. From Han Solo's Desperado Draw to Boba Fett's Rifle Butt, each MOTK combatant has an enormous repertoire of offensive moves with blaster, sword or pole in hand. This compensates for a lack of fighters. Tekken 3 offers more choice but getting to grips with individual Teräs Käsi characters

Controlling MOTK's characters will pose few problems

for heat 'em up experts. Move sequences are similar to most other fighting games. There are basic punches and kicks, weapon-based assaults (including projectiles) and a number of 'special' attacks which you can use when your power bar reaches a set level. Chain combos can be used by pros to devastating effect.

Most of MOTK's action is repackaging of fighting game mainstays, but the ability of its characters to dodge left and right with ease was, at the time of release, a thoughtful new addition. Increased mobility adds a tactical vein to battles. Since all battles take place on raised arenas, wily participants will seek to win through 'ringouts'.

Sadly, it's the sheer range of moves that makes MOTK an unwieldy and frustrating game at times. Whether you love or loathe the Street Fighter series, you will concede that each fighter is superbly balanced with its rivals. No one competitor has a significant advantage over another because of the potential to dodge or counter any given attack. This isn't the case with MOTK - there are plenty of instances where the equilibrium is questionable.

Once the Star Wars music kicks in, you will find yourself forgiving MOTK for many of its flaws. It's a Star Wars product and, as such, offers an atmosphere few games can rival. But Masters of Teräs Käsi is no Tekken 2 - and it's certainly no Tekken 3 either.

James Price





(1) The fighting can, at times, be one-sided. (2) How did Darth Vader know what Luke Skywalker was getting for Chrimbo? He felt his presents, of course. Sorry.



There are eight familiar characters to choose from in *MOTK* from first play. To unlock Darth Vader, you must complete the game once. And, who knows, there may even be other secret fighters...



















VERDICT ■ GRAPHICS:

■ GAMEPLAY:

■ LIFESPAN:

6 Specials: 6 Controls:

7 Violence:

4 A beat 'em up sheep in Star Wars clothing. Masters of Teräs Käsi is enjoyable, but it's hardly the perfect 5 fighting game.



Cial

Official UK PlayStation Beat 'Em Sr







EMORY CARD	
	-
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رسا	-
OMPATIBLE	ı

	PUBLISHER:
e.	RELEASE DATE:

**GT** Interactive October 1998 ■ DEVELOPER:

STYLE:

■ AGE RESTRICTIONS:

PRICE:

£34.99

Bloody 3D Beat 'em up







(1) Gloom and doom dominate. And that's just the gameplay. (2) Knee-snapping antics. (3-4) Jax has trouble protecting his head with his heavy metal arms.

Back, back, up, back, up, X, circle, up, left, left, square. That would be punch. Now what's kick? It's more Kombat of a Mortal nature.



- as its developers finally seem to have realised. Mortal Kombat 4 is in 3D. Kinda. Unfortunately, while the title's environment has depth, the gameplay fails to make good use of it. Movement in and out is limited to side stepping, but it's a technique which seems almost superfluous. While the characters are now solid and the locations deep, the actual game feels flat. This side stepping isn't particularly effective for dodging an enemy's attack, but it is handy for positioning yourself over an item you wish to pick up - this is, in fact, one of the game's new elements. Boulders, skulls and the like can be grabbed and tossed at your

assailant. Equally new is the addition of personal

tie. Offering sprite-based 2D

characters as an alternative to the polygonal

3D tusslers of Tekken and Toshinden, Mortal Kombat has seemed positively archaic for some time

> The 15 characters from the coin-op version are in evidence and you can choose between a two-player game, the usual team options and a survival mode. Aside from the addition of weapons and a limp attempt at 3D, it's just more of the same. When you compare MK4 to the genuine grace of something like Tekken 3, there really is no contest.

then they fall from your grasp.

spitting abominations, each of which has a finger

twisting array of grisly moves. Intrinsic to the game

are attacks which bend bodily bones contrary to their

normal mechanics. Legs buckle sideways at the knee,

arms splinter and spines are savagely compromised.

It's all desperately brutal.

As in previous Mortal Kombat offerings, MK4 is a selection box of multi-limbed, goo-

Stephen Pierce



■ LIFESPAN:

VERDICT ■ GRAPHICS:

■ GAMEPLAY:

5 Violence:

6 Specials: 5 Controls: 8 It's the same old stuff trotted out with a fresh coat of pixels. After this the Mortal Kombat licence should be allowed to 6 commit digital euthanasia.







■ PUBLISHER: Virgin Interactive Ent. ■ RELEASE DATE: December 1996

■ DEVELOPER: ■ AGE RESTRICTIONS:

■ STYLE:

Cancom None

■ PRICE:

£44.99

3D sci-fi beat 'em up



(1) whySSSh-WSHHHwshhHHHH-vvvvskang! (2,3) Gerelt and Havato settle and old score. [4-6] In fact. Gerelt doesn't like anvone.







### Expectations were high for this futuristic 3D beat 'em up from 2D meisters Capcom. Its gameplay shows promise, but could this really be any sort of contender against the pugilistic mastery of the Tekken series?

fter being force-fed a stream of 3D beat 'em ups, some PlayStation owners might not get too excited about yet another. But on its release Star Gladiator caused a stir, not least because its developers, Capcom, are the same lot that invented one-on-one beat 'em ups.

Breaking from the traditional storyline - a group of warriors gathered together to do each other in - Capcom has gone for a more sci-fi excuse for violence. The game is set in the 24th century as mankind is making its way to the stars proper. And guess what? They run into aliens - some good, some bad. By chance, one Professor Bilstein has developed a new psionic weapon, the Plasma Blade. Like any self-respecting mad scientist, Bilstein sides with the enemy. Oh dear.

You get to choose from eight characters. The cast list includes the familiar mix of the easy-to-use

but annoyingly loud female, the obvious leading man and the lumbering slow fella with powerful blows.

Despite the game's exquisitelyrendered opening animation, Star Gladiator is graphically disappointing. But there are some interesting visual

effects; the glowing weapon blades which leave a glowing trail are nice.

Gameplay-wise, Capcom has cribbed from just about every other 3D beat 'em up. The result is close to Soul Edge; all the combatants are armed and the control system is nearly identical. Like most beat 'em ups, each character has special moves which are performed by Street Fighter-like motions on the joypad. The combo system, like Soul Edge, is used by chaining together several normal moves. Star Gladiator has an enormous variety of combos for each character and they're fairly intuitive to learn.

The game also has a side-step option which enables you to evade your opponent's attack. Each character also has a counter attack. This takes some skill; you need to predict your opponent's type of attack.

Although side-stepping and counter attacks play important roles, a fast and varied attack is most

likely to gain you victory. As well as a great engine, there are plenty of modes: Practice; Group Battle; and a Wall Mode which stops those frustrating ring-outs. Star Cladiator is well below the Tekkens in the 3D beat 'em up foodchain, though it gives the likes of Soul Edge and Bushido Blade a decent fight, before

> they ultimately slice it to pieces. **Richard Knight**





(1) A sneaky but clearly effective blow from behind. Well done, that, um, purple thing. (2) The obligatory cute but hard kicking laydee. (3) June on June action.









A more lampable parade we've rarely seen. Get in there.

VERDICT

■ GRAPHICS:

■ GAMEPLAY:

■ LIFESPAN:

8 Specials: 7 Controls:

8 Violence:

7 Star Gladiator is easy to get into. It has enough combos and subtle tactics to test the skills and memory of the most 8 hardened 3D experts.











PUBLISH	ER:	Virgin	Inter
RELEASE	DATE	: 1	Nove

ractive Ent. DEVELOPER:

PER: Capcom

£44.99 ■ STYLE:

2D Beat 'em up

(1) Ken (and Ryu) both have fake moves in this Alpha 2. (2) Rolento attacks M. Bison with his bendy stick (3) Birdie gets his quick slap in for a First Attack bonus. (4) Guy wants to go home after all the trouble he's having with Charlie.



■ PRICE:

# Street Fighter Alpha 2

### Proving their commitment to the 2D beat 'em up, Capcom have constantly updated the Grand Daddy of the genre.







And you're once.
(Slap!) Twice. (Crack!)
Three times a
(Schmack!) knockout.

Ipha 2 has 18 characters to choose from, some with secret variations. All 13 characters from SFA1 are at your disposal, including the three hidden characters: Akuma, Dan and M. Bison. There are also five 'new players', including another fighter from the original Street Fighter game (Gen), two from Street Fighter 2 (Dhalsim and Zangief), one from Final Fight (Rolento) and the all-

Capcom has fiddled around with the priorities and motions for certain moves – and added some new ones – to maintain a balance between the pugilists. This time, however, Ken and Ryu have fake moves. Ryu makes all the right sounds and begins the motion for a fireball but stops halfway, while Ken performs an embarrassing flop move that's supposed to be a fake hurricane kick or roll. As the more cynical of you will have guessed, these moves don't fool computer-controlled opponents for a second.

fighting, all-new Sakura.

Perhaps the most controversial bit of tweaking has been performed on Chun-Li. SF's first lady has had her fireball motion changed for a third time. In the last version, Chun-Li players had to charge up to launch a fireball. In Alpha 2 they can perform this same move almost instantly. With her extra speed and high-priority normal moves, this improved fireball makes Chun-Li one of the most formidable characters in the game.

Custom Combos, the biggest change since *SFA1*, allow you to create your own super combos. It's like a hyper mode which makes your character move quicker

and perform multiple special moves. Alpha counters were an integral part of *SFA1*, allowing you to counter attack from a blocking position. Each *SFA2* character has two alpha counters – one with a kick, a low attack and a punch counter. A related new feature is autoblocking which blocks attacks when you're not attacking, making it easier for beginners to take on old pros.

There is another important change: the backgrounds.
They've transformed from pitiful, drab images to
colourful and detailed masterpieces.

There have been no revolutionary changes to the game but it's a definite improvement on the first version.

Will Groves







GRAPHICS: 8

8 Violence:

8 Specials:

Street Fighter Alpha 2 may lack the
 extra dimension of most beat 'em ups
 today, but its gameplay is still hard to
 beat - especially in VS mode.









■ RELEASE DATE:

■ PUBLISHER:

■ PRICE:

February 1997

■ DEVELOPER:

SquareSoft Japan

£44.99

■ ORIGIN: ■ STYLE:

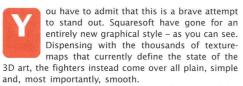
Quirky 3D Beat 'em up



(1) Chuji advances with a typical mid attack, but should keep an eve out for Illgoga's inevitable tail swipe. (2) Unsurprisingly the Replay cameras take up more dramatic angles. (3) Old man Fei takes a welldeserved kicking. (4) The Practice mode is extremely useful.



### Sony were quick to introduce this smart-looking new fighter to an already crowded arena. We wondered if the game's individualistic traits would be enough to distinguish it among the heavyweights?



It's not just the Gouraud shading lopping off the majority of the sharp edges, either. Thanks to the relative simplicity of the combatants, Tobal managed to be the first game to run at a greasy 60 frames-persecond in the PlayStation's hi-res mode - which is normally reserved for FMV.

Initially touted as the first fully 3D beat 'em up, the result falls significantly short of such a bold claim. But pressing up and down on the D-pad now moves your fighter into and out of the screen. It's a reasonable twist but there's a trade-off: no diagonal moves. Jumping is exiled to the shoulder of the joypad and so feels counter-intuitive. As a result you effectively sacrifice the Y-axis of, say, Streetfighter for a more realistic but less exciting Z-axis. Another oddity is the attack system; instead of punches and kicks you have three different heights of attack which can seem over-complicated.

The bouts themselves are admirably realistic (8ft chicken-men notwithstanding), with fighters reeling and

weaving depending on exactly where and how they're hit. It's this sort of unusual attention to detail that just might please critical purists.

Another significant addition to Tobal's fighting style is grappling. A fairly high level of moves can be engaged when players get to grips with each other, including escapes, throws and reverses.

At the time Tobal was the only beat 'em up to use its fighting engine in a less confined game mode. Quest mode thrusts the player through a series of dungeons in search of dreaded Hit Points. The fact is, though, that it doesn't quite come off; walking is too slow and running nearly impossible to control. In fact, the controls can't really cope with the strange mixture of object collecting/using and jumping /fighting that you'll encounter. This is an admirable attempt to offer the single player something more and it is at least useful in that beating dungeons renders bosses playable - but, ultimately, it's fairly irrelevant.

Sadly, despite its unique appearance, Tobal punches below its weight. Its understated looks and attempts at realism are at first refreshing. But many gamers will soon find themselves craving the contact flashes, smacks, kinetic action and, well, violence of the current fighting winners... it's that Tekken word again.

Will Groves





VERDICT ■ GRAPHICS:

■ GAMEPLAY:

■ LIFESPAN:

7 Specials: 8 Controls:

8 Violence:

5 Innovative, quirky, new, fresh but not competent, exciting, rewarding or any of the other things associated with a good 4 use of imagination.









■ PRICE:

£44.99

November 1996

■ STYLE:

3D Boxing sim

■ AGE RESTRICTIONS:

# Victory Boxing

PlayStation pugilism is a strangely neglected art, and it took a year until JVC unleashed the first boxing sim to an expectant market. But was it blood and **GIOTY** or handbags at 10 paces?





boxers to fight. (2) This is where you decide on your fighter's looks.

rom the opening menu you are offered two ways to play the game - The Main Event or Exhibition. Exhibition allows for two-player games, or quick 'one off' one-player fights. The Main Event, on the other hand, is the core of the game in which you create a stable of fighters and try to make them world champions.

The first thing you do is create a 'gym', which is saved to your memory card. Each gym can contain up to eight boxers, so the next step is to create a fighter. First off you choose the boxers sex and whether they are left- or right-handed, followed by the weight class they belong to. Next you select their looks by choosing a head, height, weight and finally their shorts colour. Both the weight and height combine to determine the boxer's style. Of which there are three: Peekaboo fighters are big and slow but very powerful. Open boxers are balanced all-rounders and Detroit boxers are fast but not as strong as the other two.

When you start off you are ranked 31st in the world and have to heave yourself up the ladder. Your first fight will be against the fighter ranked 30th but after that fight you can leap further up by fighting higher ranked boxers.

The game features a three power bar system; the



top bar shows your boxers damage, the middle one their power and the last one shows the stamina. There are three basic punches; straight, hook and upper punch for either hand and by holding down L2 you can perform the same puches to the body instead of the head. In addition to this there are some standard combos, and each style of boxer has a selection of unique special moves that are learnt as you progress up the table. Defensively R1 brings up your guard and R2 allows you to duck and weave. On top of which L1 lets you taunt your opponent, which while serving no purpose other than annoyiong your mates is used surprisingly often.

When it was first released we concluded that this was a simply smart game. That it looked great and had ace controls, which while hard to master were

fantastic once learnt. Also this was the first time we had tried to get to grips with the fact that in boxing sims you don't charge in all cylinders blowing because you'll be knackered halfway through the first round and knocked out by the time the bell is approaching. Since then of course there have been more boxing games and we've got rather more used to the idea. Nevertheless this is quite

a fun game but one which must situated in a crusty old bargain bin before you welcome it to your collection. It was, without a shadow of a doubt a necessary title for boxing evolution but it looks a bit punch drunk now.

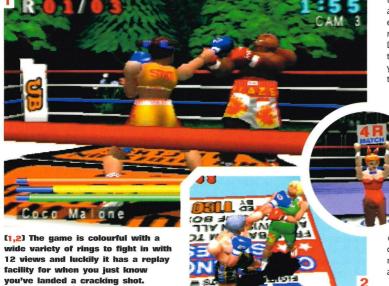
Simon Kirrane

(1) The chap in the long trousers is your trainer Snake. He pops up every now and again to teach you some moves and then kick your head in. He





fight and then you get in the papers. Excellent eh?



PlayStation.  Beat 'Em Up Special D'
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VERDICT		
■ GRAPHICS:	5	6
■ GAMEPLAY:	7	5
■ LIFESPAN:	8	6

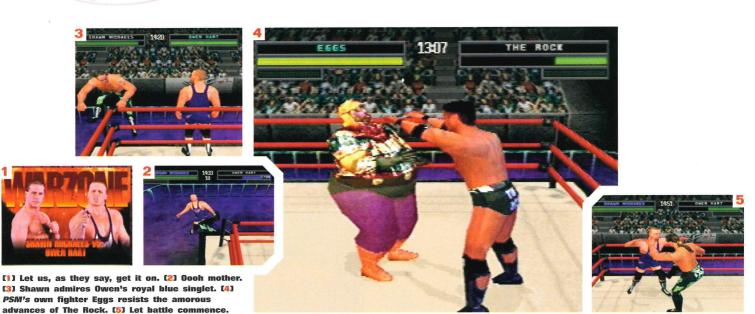
'A thinking man's beat 'em up.' was how we first had it when the game came out. And we were right. Still, it isn't holding its own any more.



 ■ PUBLISHER:
 Acclaim
 ■ DEVELOPER:
 In-house

 ■ RELEASE DATE:
 August 1998
 ■ AGE RESTRICTION:
 None

 ■ PRICE:
 £39.99
 ■ STYLE:
 3D wrestling



## WWF War Zone

### War Zones. The Falklands. Vietnam. Korea. And a couple of duffers pretending to elbow each other, evidently.

restling games, like Tarzan movies, are slowmoving, hairy and full of poor acting. That said, virtual wrestling is – like the real thing – quite popular. So we'll judge *WWF War Zone* with an open mind.

This is the best wrestler on the PlayStation. The characters are big and, unusually, don't look like a sausage skin full of cream cheese. Their faces look much better than normal, too.

The game packs in 18 of these camp screamers and, for the first time in a PlayStation grappler, you can manufacture your own fighters. A lot of fun lies in creating weird hybrid specimens. Pitting the fattest fella imaginable against a stick-thin mummy's boy in yellow briefs is deeply comic. One cannot escape the fact, however, that dudes scrapping in a square environment is a fairly pedestrian gaming scenario. To combat this, Acclaim has sprinkled the title with options. You can play a Challenge option (a knockout tournament to become the WWF Champion), Vs option (a simple one–on–one), Cage Fighting option (first one out is the winner), Weapons option and there are a ruck of multiplayer set-ups.

WWF War Zone was the first PlayStation four-player fighter and it uses this feature to great effect. Stick four mates in an elasticated space, toss in some weapons and a crowd that changes its allegiance quicker than

a middle class footie fan and mucho fun is on the cards. Even better is a bout between four personalised fighters - the only downside being there are no lady wrestlers. This is mentertainment.

It's easy to pick up the game but difficult to become a master. Moves are of the punch, kick, run and dodge variety – anything more elaborate has to be discovered. Depositing your enemy on his head, climbing on the corner post then leaping on him is just one example of what can be achieved. Bouncing off the ropes at speed is another good way to take out your opponent. Meters tell you how close you and your opponent are to being out for the count.

WWF War Zone is a tidy package and it's certainly a step forward in grapple games. But it is still hindered by traditional gripes. Movement can be slow. You can tap a punch, realise it was wrong and decide on another course of action only to have to wait for your punch to carry through. Meanwhile, you take a knee to the ears. And in four-player mode it can be a chore turning to address a different assailant.

For wrestling fans this is a must. Otherwise it's not essential. *WWF War Zone* is almost a very good game, but it's let down through faults that seem to infect all wrestling titles like a virus. Albeit one that likes the taste of odorous Lycra.

Stephen Pierce







A good looking and gripping title let down by the usual grappling suspects. Had the gameplay matched the visuals, this would have been tremendous.









SHOCK/	AWALOG
(A)	<b>A</b>
المحادث	محو
OMPA	TIRI E



■ PRICE:

Virgin

£44.99

■ DEVELOPER:

■ STYLE:

Capcom None

■ AGE RESTRICTIONS: September 1998

2.5D Beat 'em up



The fights start of looking much as Street Fighter always has but the X-Men graphical overload soon comes into play which, when combined with these huge multi hits, gives you a lovely warm sense of victory.









### X Men Vs Street Fighter EX

If you want to see how old your console is,

### cut it in half and count the Street Fighter games.

et again Ryu and Ken of Street Fighter fame decided to slip on their jim-jams and wander off and have a fight. In this instance it's the battle of the burgeoning licences - as explained so succinctly in the title.

The SF characters all have their brash signature moves but the introduction of a spare character is what gives the gameplay a fighting chance. As well as having all your special moves and all-new aerial battles, using the correct button combo with the right power bar level

you can introduce your virtual partner for a startling three to four second plast at the enemy which can

give you 30-odd hit combos. X-Men Vs Street Fighter EX appeared in 1997 on the Saturn. You could switch between two fighters mid-game and it is a real loss that the tag team option is only nodded at in this version. The Saturn version wasn't released in the UK. staying in Japan where it sated the appetites of the Otaku gamers who prefer these lumbering 2D sprites to the likes of Tekken 3's swift, polygon majesty. The graphics aren't sub-standard, but they are pure manga. This is all intentional. The visual philosophy is that you are playing an interactive comic book and that your characters have come

> to life in 2D, but just because it's intentional doesn't make it good.

The gameplay in this latest title is highly recommended. Street Fighter has always been a class game: the moves balance out the characters and with the new hi-energy moves you are always just one, extremely long button sequence away from a joyous victory. It's also fun to pit our famous fighters against the, frankly, camp X-men.

There are four modes and rising through the ranks you will eventually come to meet Apocalypse who is the biggest sprite you'll come across (he takes up three quarters of the screen). If you beat him then you have to take on your partner in a horrible twist of fate/great plot device.

X-Men Vs Street Fighter EX is okay, but the superior Tekken 3 kicks its cartoony head off in a blisteringly quick and fluid display of fighting finesse.

> Still, anime fans will love it. Simon Kirrane









(1) Slick manoeuvres they may be... (2) ...but the animation is lacking



/ERDICT		
GRAPHICS:	6 ■ Violence:	4
GAMEPLAY:	5 Specials:	6
LIFESPAN:	6 ■ Controls:	7

It does just what it says on the box, but why settle for stylised comic-book action, when you can have smooth and fluid action in Tekken 3?

As you'd expect of a genre fit to fill a whole 132-page magazine, beat 'em ups provide us with some of the pillars of the Platinum community. As well as Tekkens 1 and 2 (see page 62), there are other £20 temptations lurking out there. Read on...







(1) Ow. (2) Soul Blade confines you to a relatively small area. (3) Something for grapple fans. (4) Oof.

Soul Blade



Seung Mina and
Mitsigura settle a
score the oldfashioned way, with
swords through heads
and diced and sliced
midriffs. Takes us right
back, it does.

ailing from the *Tekken* school of character design (both are from Namco) *Soul Blade* opts for bigger, better textured and more detailed fighters this time armed with assorted sharp and not so sharp implements. Abandoning *Tekken's* panoramic widescreen view *Soul Blade* is

presented in glorious Rightupclosevision™ so that

the characters' meaty limbs seem to flail about just inches from your nose. This view does zoom out a little when the combatants step back but most of the time, like the game as a whole, it concentrates on close-up action.

Control-wise it's simple to pick-up once you realise that the buttons control types of attack (vertical, horizontal, kicks) rather than the limbs of your fighter. The D-pad, meanwhile

allows you to



brutally curtailed

in Soul Blade due

to the titchy combat area. None of that leaping about where you please here.

CERVANTES

Backflip a millimeter too far and you'll find yourself plunging into the void and an embarassing 'Ring-Out' defeat. Annoying, certainly, but the fear of such hara-kiri inducing humiliation does at least make you hone your

blocking and ducking to a fine art. Using the guard button to block effectively is what separates the Soul Blade cognoscenti from the "snot fair I hit you loads" brigade, and going on the offensive is a truly satisfying experience.

All this swashing and buckling probably wouldn't get you excited if it wasn't so well presented. Criticom and Star Cladiators, for instance, both provided their characters with a range of weapons but neither managed to make them look realistic or particularly lethal on screen. Soul Blade, in contrast, will have you reeling from the speed and clarity of each attack.



INSERT COIN

(1) Nice bit of lensflare there. (2) Subboss Cervantes is easily upset. (1) Oh dear, never mind.



■ PUBLISHER: RELEASE DATE:

May 1997

ORIGIN: STYLE:

Japan

PRICE:

£19.99

Weapons-based 3D

(1-3) The camera tends to hover very close to the action. which some find (4-6) Each and every characters' specials are accompanied by mad acrobatics and lighting effects.





The effects that shed light on each swipe are breath-taking, with fiery trails bursting into spheres of energy that dissipate into a thousand tiny sparks. All this and they slice a hefty chunk off your opponent's life bar too.

Most fighting games have some kind of fantasy story line to link a series of one-on-one confrontations but Soul Blade's Master mode takes this idea one stage further. Your chosen character travels the globe in search of a good scrap, each set-to being pitched as an 'episode' in a slowly revealed plot. Emerge victorious and for your pains you'll be presented with one of several different magic weapons, each blessed with its own unique stats. The ultimate aim is, of course, to

possess the Soul Blade itself, but to do that you'll have to defeat the game's boss, Soul Edge. Rather like the lure of getting a snazzy new motor to drive in Ridge Racer Revolution or Rage Racer, the

desire to acquire a tasty new implement of destruction drives you on to yet further swordcrossing exploits. Clever stuff.

It's an almost universal truth that every fighting game is better with a mate to beat up on instead of just you and your PlayStation, Strangely this is where the otherwise pristine Soul Blade stutters a little.

Fun for a quick burst of action, the extremely short bout times (you can lengthen them but not enough) mean that in a full-on session each brief encounter leaves you feeling unsatisfied. Compounding this

> (1) Uber-perv Voldo needs to be seen in action. Brrr. (2) Ooshka! (3) Rock is exactly that. Look at the size of his hammer for proof. (4) The lovely Sophitia teaches German nutter













problem is the prospect of an infuriating Ring Out if you make any kind of error while jumping. Nobody likes losing by what equates to an own goal and even the lousiest winner has to admit that they'd rather beat an opponent fair and square. A further annoyance is that while on the whole the characters are well-balanced, two have such powerful attacks that using them a rank beginner can thrash even a veteran player. Seung Mina's and Li Long's long-reaching weapons give them an unfair advantage over anyone with a sword; evening the odds is all very well but that's what the handicap system is for.

The more you look at Soul Blade, however, the more its imperfections seem flaws in an otherwise perfect diamond. Easy to pick-up and difficult to put down its visual set pieces beguile you with their style, detail and speed. The care that has been lavished on every aspect of the game puts it right up there with the very latest and best fighting games. All for £20. Can't be bad.









■ GRAPHICS:

■ GAMEPLAY

LIFESPAN:

9 W Violence:

8 Specials:

8 Controls:

9 The only game that could rival Tekken 2

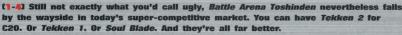
at the time is still a viable Platinum rival. Soul Blade is certainly your second

8 choice of £20 beat 'em up.



## Platinum









## Toshinden





(1) The lighting effects were impressive at the time. (2) But not any more, sadly.

■ PLAYERS: One-Two
■ PUBLISHER: Sony
■ FIRST RELEASED: Oct '95

od, we were excited. The

very first issue of The

Official UK PlayStation





transparency effects and gourad shading. That time, of course, has long since come and gone. Since the Autumn of 1995 we've grown old and cynical. Not only are such wonders commonplace, they're downright sub-standard. So what now for doddery old *Battle?* Off to a place in the sun (or supported housing), a blanket draped over its polygonal knee?

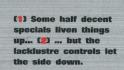
We're afraid so. Much as we love the old fool and respect its considerable acheivements it was, well, soooo long ago, and you'll



find that this very magazine is stuffed with superior, thrusting young whippersnappers. It is, as they say, tough at the top.

Flawed even then (we criticised the game's speed and lack of fluidity WHEN THERE WAS NO COMPETITION) it's time for *Battle Arena Toshinden* to retire gracefully, bow out, submit willingly to euthenasia. Whatever, just don't bother us anymore. After all, *Tekken 2* is also available for only £20. As is *Soul Blade*. Need we say more?

Will Groves







## ruled the roost with its fancy VERDICT

there was a time when Toshinden

- GRAPHICS:
  - PHICS:
- GAMEPLAY:
- LIFESPAN
- 7 Wiolence:
- 6 Specials:
- 6 Controls:
- 6 Deserving of respect purely for its place
- in history as the PlayStation's first 3D beat 'em up, but hardly worthy of your
- 4 hard earned money. Hard but fair.



## Battle Arena Toshinden 2



One-Two

■ ORIGINAL RELEASE

■ PRICE

Oct '96 £39.99

ere's an odd and spooky kinda coincidence of proportions Bermuda Triangular: Battle Arena Toshinden 2 not only has 11 start-off fighters, it was the 11th beat 'em up for the PlayStation. And we're writing this at 11 at night!

This is a brawler and no mistake. The original incarnation of Toshinden, one of the PlayStation's formative titles, showed perfectly the 3D power of the 32bit platform and the Gouraud-shaded polygon visuals had us spluttering into our soup. It fought a good fight too, but the poor fellow couldn't cope when Tekken blustered into town leathering all and sundry.

New characters first. Chaos is a tall, angular Sri Lankan chap who sports a beautifully frilled outfit. and carries a darned big farming scythe - which he swishes around brutally. Next up is Tracy, a slim rozzer from the States. She wields a fierce baton which not only deals hefty blows, but kindly gives the opponent a jarring electric shock. Then there's the revamped boss from the Tosh. Gaia His sword is mightier than something a mite mighty. Marmite maybe.

So what else is new here? Each character now has 'over-drive' moves which can only be brought to bear when their opponent's power har has trickled down after you've persistently rained blows on them. Aaaaannd that's about it if we're talking real advances on the original formula. Sure, there are some backdrops, interesting Toshinden 2 is very much a rejigged seguel rather than an out-and-out new game.

It's still a decent enough 3D beat 'em up and worthy of attention, but the fact remains that Tekken's gameplay still runs rings around this particular sequel.

More of a cash-in on the original Toshinden than a worthy sequel. Slightly tidier, but that's it.

#### VERDICT 6/10





(1) Oof! Nice club thing. (2) Time for a spot of vogueing. Go on then.

## Battle Arena Toshinden 3

Sept '97 ■ RELEASE DATE ■ PRICE £39.99

he main attraction here is an amazing catalogue of special moves wielded by the game's 14 basic characters. Let's take one character, Sofia. As well as having the basic punch and kick attacks, and the usual upper defence. lower defence, cartwheels, dash dodges and crawls, our Sof's a dab hand at Thunder Rings, Aurora Revolutions, Love Showers, Rattle Snakes, Pleasure Arts, Velvet Scorpions and the super-secret Love Lover and Call Me Queen attacks. Naturally you get to recognise how to invoke a couple of these when you're playing, but the rest just seem to come as you thrash away at the buttons. They do look damn spectacular, but don't expect to enjoy the fighting action if you're using one of the game's more useless viewing modes - sky mode. This takes you a mile above the action, where it's impossible to work out what's going on.

Gameplay isn't madly exciting centring for the most part on the aforementioned special moves,

some of which can only be used at certain times, like when your overdrive gauge is flashing. However, one move that can be pulled off at any time is the game's new Soul Bomb move. You get two of these per bout and they're sort of minismart bombs that cause a load of hurt if you can drop them when your opponent is going to get the full effect. They're not guaranteed, though, so use them wisely - like an owl with fireworks.

Toshinden 3 isn't a total disaster; it's just not the best of beat 'em ups either. The sound and graphics - especially the lighting effects during battle - are marvellous, and there's plenty of challenge, but it doesn't make for an overly satisfying experience. Despite the fact that you can pull off some decent moves when you want to, more often than not you'll launch into a 18-combo Rattle Snake attack by accident.

This game is marginally better than its prequel, but it still doesn't come anywhere near to stealing any Tekken-related crowns.

Slightly better than the previous outing, but when we say slight, we mean slight.

**VERDICT 6/10** 









(1) I don't think anyone can argue with the result here. Special knockouts are always something of a treat. For the winner, (2) As usual replays and demos are viewed from flatteringly exciting angles. Like this. (3) **Dated looking? If you** say so. [4,5] Anybody got the time?

## Bio F.R.E.A.K.S







(1) The fighters really fail to convince and the spot impact effects can't really match others on offer elsewhere. (2) Sec what we mean?

■ RELEASE DATE: Sept '98

■ PRICE: £39.99

he rub with Bio F.R.F.A.K.S (Biological Flying Robotic Enhanced Armoured Killing Synthoids) is that well-endowed women. rippling wide-boys and token weirdos can fly and so pummel each other to death in the sky.

Hidden away in your repertoire of combos are a number of special moves catering for when you're airborne. Having a range of combos to use both on and above terra firma is a nifty idea.

That's the crux of Bio F.R.E.A.K.S. Oh, except of course, you can tear people's limbs off. Hit an opponent in the same place a couple of times with a projectile attack and blood will start spurting. Catch them again and their arms and legs will go AWOL. But, the loss of vital limbs does not stop a bout of fisticuffs.

Bio F.R.E.A.K.S is a prime example of how US developers approach the beat 'em up. Less in-game thinking and more blood. A formula that entertains rather than engrosses.

Not a classic then, but it'll make you laugh. One word of warning -Bio F.R.E.A.K.S has some of the worst loading delays we've ever seen.

Violent and innovative, if a bit of a bimbo. Fair effort though.

VERDICT 7/10





(1) The sort of man with a bit for opening tins, bottles, getting stones out of horses hooves and ripping your intestines from your belly. (2,3) The stages are imaginative too.

## **Criticom**

■ PLAYERS:

One-Two

■ RELEASE DATE:

Oct '96

■ PRICE:

£39.99



nyone wanting a piece of the Tekken series' action had better offer something prettier. slicker, deeper or more playable - or preferably all four.

Criticom's use of depth and colour is superb, and while the characters do occasionally go into glitch-frenzy, it all looks pretty solid and believable.

Where Criticom offers a fresh slice of game pie, is in one-player. Defeat all eight opponents and you move up a skill level where you are awarded new moves, extra weapons and additional armour.

Criticom's battles take place in a Toshinden-style arena offering the opportunity to hammer your assailant over the edge. It also offers a back door to gamers who aren't particularly adept at special moves: why not just lure your opponent to the edge and over into the abyss?

The double-sized strength meter means that bouts go on for ages, and a single punch or kick does almost nothing to your opponent's energy. To make any sort of dent, you have to use special moves and combos. These are well hidden.

Criticom is only for those who've cut their teeth on the likes of Tekken. Solo gamers wanting a quick bruising might find this one too unforgiving to be fun.

Dull in one player mode and the combos are a bit too random.

**VERDICT 6/10** 



(1) An unoriginal techy theme dominates proceedings. (2,3) Two outfits offering contrasting levels of warmth. comfort and protection. We know which we prefer. (4) See my staff of power! It's green! (5) Ah yes, but I can fly.









## Fantastic Four







■ PLAYERS: One-Two ■ RELEASE DATE: Feb '97

£39.99

■ PRICE:



bloke who can stretch his limbs into spaghetti, a lady with invisible appendages, a teenage barbecue, plus a

large orange gentleman of whom the phrase 'brick shithouse' is somewhat of a compliment... Fantastic Four are about as cool as superheroes get and with characters as seminal as these, surely that cherished license would only be given to a company who could transfer the wide-eyed magic of comics to the PlayStation?

Erm, no. Probe might've done a fine job on the Die Hard Trilogy, but when it comes to comic conversions, all is not well. The FMV intro promises much, but what's left is an uninspiring 2D beat 'em up.

As with the gameplay, the idea's straightforward. Playing solo or with automated helpers (ie The Fantastic Other Three plus, um, She Hulk), your mission is to complete five levels, thwart the Boss and then muck about on a loading game while waiting for challenges anew. The more apprehensive superhero can hone those beat 'em up skills with the Training Mode, but it's not necessary. Each hero has a variety of Special Moves, from Mr Fantastic's Ten Ton Weight Smash to Human Torch's Flaming Ring (ahem).

Positive points? A few. The odd Special Move aside the characters do remain pretty faithful to the comics. Each character even looks

the part, right down to Mr Fantastic's greying temples. Unfortunately, such graphical dedication falls flat on its pixelated arse when the game's such a non-starter.

Fair play to Probe for the odd graphical flourish, but in an age where you can buy the original Tekken and Toshinden for nearly the same price as one copy of this game, why waste your money?

Fantastically flawed waste of a perfectly good comic license. Marvel must be seething!

#### VERDICT 1/10





(1) It's the old fight across a rickety bridge routine. (2) Urban mayhem?

## Iron And Blood

■ RELEASE DATE: Feb '97 £44.99 ■ PRICE:

nother page, another beat 'em up license. This time it's from Acclaim (who should know better) and the license is from

Advanced Dungeons & Dragons the idea being that you develop the skill of your character as you progress through the game. Yes, the more hardened a warrior you become, the more extra weapons and spells you add to your armoury.

The presentation is a little odd to say the least. None of the characters (16 in all) are actually named - you only find out who they are once you've picked one, and a barely audible, gruff voice bellows the name. Even with a list of names in front of you it's really difficult to pick out what Mr Gruff actually says. Very poor indeed, 'See me', in red biro, Take 2.

Visually this is pleasant, if patchy - not nearly in the class of even the Toshindens. The characters are detailed, there are backdrops galore (Stonehenge being one unlikely venue) and the whole show shifts

around at a vaguely decent speed. Add to this the weapons, projectiles and various spells the chaps can totter out, and you've got the choice ingredients of a more than beat 'em competent up.

So, why is Iron And Blood not much fun then? Why has everybody who's played the game shrugged indifferently when asked to comment on the experience? The problem is that it's rather too fiddly for its own good. The character reactions are not particularly sharp and the controls are just plain nasty. You can get horribly stuck at the side of the ring - each time you try to stand up you either get battered or lumped against the electric current. Yes, there are lots of interesting characters, but our friends in Japan make much more entertaining, engaging, innovative and let's not forget, downright stupid beat 'em ups - which we'd rather have, thank you very much all the same. A spoddy spod 'em up for spoddy bods and odd sods.

Why fart around with Dungeons & Dragons characters? They simply aren't hard! Gumph.

VERDICT 4/10







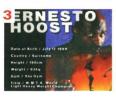


(1) Even if you like your dragons, orcs and whatever, you'll be lucky (and unusual) if vou eniov Iron And Blood. Mark our words (2) Oops-a-daisy. (3) Oh dear, you've been beaten to a pulp by a small child in green tights. How do you feel? [4] Grandad goes mental. (5) Various mystical idiots.

## K1 Arena







(1-3) For what should be such an exciting sport real life kickboxing has a surprisingly low profile, for the time being. ■ PLAYERS: One-Two
■ RELEASE DATE: June '97

■ PRICE: £39.99

ickboxing is still a sport shrouded in mystery, but K1 sets out to redress the balance by providing a realistic, Al-based two-player fight sim. Four martial arts – Karate, Kickboxing, Kempo and Kung Fu – are covered as part of the tournament which contains eight fighters, each with a special discipline and unique move.

One thing strikes you after the quick-cut, movie-style intro: the overall feel is frighteningly dull. The players are polygonal 3D creations (like *Tekken*), yet you still do battle in good old 2D. And, criminally, there's only one camera angle!

K1 is quite exciting in the short term (ie. the first 10 minutes) but soon some very large cracks appear. The biggest flaw lies with the awkward controls. This makes the matches a random, tooth-grinding affair of button-hammering. And the Artificial Intelligence, which never seems to appear, further hampers the experience

K1 had a chance to do something different, but is a poor man's Victory Boxing 2. The moves are nearimpossible and the 2D view helps none either.

A poor effort at *Tekken* meets *Victory Boxing*. Pointless.

VERDICT 4/10







(1) The strange sausage limbed contestants are a tad too slow, even... (2) ... when kicking seven shades out of each others' brittle caceaps. Why? (3) Still, that must hurt.

## Mortal Kombat 3

■ PLAYERS: One-Two
■ RELEASE DATE: April '95

■ PRICE: £38.99

ext generation fighters such as *Tekken* 3 have their place, and no doubt in gameplay terms they've developed massively over the last couple of years. But for pure, undiluted competitive combat *MK3* is still startlingly close to being as good as it gets. And here, good friends, is precisely why.

The graphics are an enormous improvement over *Mortal Kombat* 2. The animations on the characters have been tidied up as well, and they sit far more comfortably on the backdrops, which have had a major facelift too.

However, the most interesting developments are on the gameplay side. How well does *MK3* play? The fact is, it's sort of, er... perfect. The fluidity, speed, accuracy, and interaction of the characters is second to none and very hard to fault. The only gripe would be that some of the fatalities and special finishing moves aren't as easy to pull off as they might be.

There are more characters, 14

in fact, plus a bonus character called Smoke. Aaaand, there's a run button to get to grips with. In fact the whole combo system has been revamped to great effect.

So that's *MK3* laid bare, in all its fantastic glory. PlayStation *MK3* isn't just a coin-op conversion; it *is* the coin-op. Albeit an old coin-op.

A seriously addictive addition to the series. Bloody great.



(1) Ah, lots of blood. We remember this now. (2) Rubbish animation rings a bell too. (3) You can't fault any of the *MK* games for speed and this is no exception. (4) 0of: etc... (5) The Towers of Destiny Csmirk).









treason by the high courts of the outworld... Whatever. (2) Ooh, I'll have you, just you wait and see.

■ RELEASE DATE: Dec '96 ■ PRICE: £38.99

ortal Kombat is still regarded as one of the classic 2D beat 'em ups, along with the various Street Fighter guises. The Trilogy is essentially a collection of all the characters (and all the Bosses, too) and locations of the three MK games, packaged neatly onto one CD. MK remains a fast, fluid and wholly playable 2D beat 'em up. It's comical too, with an abundance of quirky, projectilechucking characters.

Tekken seems almost sober when compared to the hair-waving, blood-splattering, sword-slashing, fireball-flashing and bone-bashing antics of MK.

Jolly good gruesome fun to satisfy all MK urges.

#### VERDICT 7/10







## **Primal Rage**



The Earth, except it's not. You get the idea.

VO
24

■ PRICE: £39.99

Aug '95

■ RELEASE DATE:

his is a 2D beat 'em up with clever stop-motion animation, seven beasts and a few moves. But there's no hiding the fact that dinosaurs fighting isn't that interesting. One imagines that had the game appeared on the SNES in 1992, people would have wet their pants over it; but it just all seems rather stodgy - ancient, lumbering animals standing forth and swishing their tails at each other.

add a couple of shoulder button moves but these do quite a bit of damage and are too easy to fall back on. As a fighting game, Primal Rage simply isn't sophisticated enough for the modern young person of today.

A stupid idea executed badly for what can only have been a bit of a laugh. A real

shame, basically.

Crappy motion dinosaurs plodding the hell out of each other. Is that fun? The answer is no.

VERDICT 4/10

(1) Huge great dinosaurs hoofing it out should be exciting surely? (2) Your worshippers gather around your feet. Nice.



The programmers have seen fit to **Psychic Force** 

■ PLAYERS: ■ RELEASE DATE: June '97

■ PRICE: £39.99

ike many beat 'em ups, Psychic Force's gameplay only shines when two experienced players are playing head to head. The problem with the one-player is that it can be easily beaten by using Dash to avoid the opponents' attacks and by firing off the odd basic projectile attack until you've whittled away your enemies' power bars. Played solo, Psychic Force is both easy and unrewarding. Gamers who are mad for beat 'em ups will find in Psychic Force a competent combat game, but nothing more.

The bizarre floating combat system, which lacks the solidity of ground-based games, could prove a major turn-off. Apart from the game's odd approach to the genre (the characters fly around in a cage), everything else about it is entirely unremarkable, and you have a title that is to be neither recommended or condemned.

Standard stuff - apart from the barmy floating combat system.

VERDICT 7/10





(1) An interesting idea, certainly, but one that doesn't really work. (2) Anime scenes punctuate the bouts. (3) Fiery pheonix? (4) At last, some actual physical contac between two fighters.



Official UK PlayStation Beat 'Em Up Special

## Rise Of The Robots 2



(1-3) Three screenshots of one very bad game.

PLAYERS: One-Tw

■ RELEASE DATE: March '96

■ PRICE: £39.99

kn ori wa de with this sad

urely it's now common knowledge that the original Rise Of The Robots was a bit, erm, crap. Even developers Mirage agree

with this sad fact. Resurrection: Rise 2, however, is a vast improvement. But, and it's a capitalised BUT... it was two years too late, and that was three years ago. The first Rise should have included what we have here: reams of projectile moves, guns, cannons, clanking great sound effects, special moves, hidden

characters, death moves, combos – all your bog-standard basic ingredients for playability. Yet there's still no real depth here. Clearly, for the 2D genre to survive developers need to find

new and innovative ways of tackling this approach rather than rehashing the successes of days long gone – which sadly is what happened here.

Naively thought-out example of a beat 'em up series that should have been an only child.

VERDICT 2/10



## Street Fighter Alpha

■ PLAYERS: One-Two

■ RELEASE DATE: April '96

■ PRICE: £44.99

apcom really couldn't give a monkey's about how a game looks. Like all the best coding houses in the world, they ensure a game plays well before considering the graphics, which they treat as a

bonus – good on 'em too! That's why, when faced with Tekken 2 back in 1996, they didn't bother with polygons, and just fine tuned the Street Fighter series that had served them so well.









(1) Yes! The Dragon Punch claims another victim. (2) Sagat with one of his many devastating kicks. (3) Shadow Moves inflict more damage.

Street Fighter Alpha is slicker than ever. Those who eat, sleep and dream fighting games should buy it, play it to death, then place it on a cushion and kneel before it in reverence every night.

This makes a convincing stand for old skool beat 'em up values.

VERDICT 7/10





## Street Fighter: The Movie



■ PLAYERS: One-Two
■ RELEASE DATE: March '95

■ PRICE: £39.99

G

ames based on films are almost always pathetic, yes? And films based on games are, arguably, even worse crimes. So what in

the wide, wide, world of sports made anyone think that a game based on a film based on a game could ever, even in Dave the dreamy dreamer's wildest dreams be any good at all, ever?!? It's just so obvious? What clown greenlighted this project and does anybody know where he lives?

No we're not mad keen on this guff-filled sock of a game. So appalled are we that we're not even going to describe it for you. If you've glanced at the screenshots and have any sense at all, you won't have even begun reading this review anyway. If however, you are reading these desperately angry words – you'd better start asking yourself some pretty serious questions – soon. That is all.

One of the most offensive games ever created. And you thought the film was bad. Good God.

VERDICT 1/10



(1) This (2) is (3) Rubbish.



■ PLAYERS: One-Two ■ RELEASE DATE: May '98 ■ PRICE: £39.99

ombat in VS takes place between angry members of four fictional US 'yoof' gangs, (dubbed Campus, Streets, Beach

and Hood), with each group comprising four fighters. VS's best feature, however, is its characters' range of styles. Each participant has their own discipline, from Slimdaddy's 'free karate' to Kenny's pro wrestling. Sadly, VS lacks the degree of spit and polish that separates great games from the

merely good. Its collision detection is questionable, and belong to a different era of 32bit coding. But for all its faults, VS is well worth a gander.

Not the best, but sufficiently different to be worth buying.

#### VERDICT 7/10





## War Gods



Oh deary, deary me.

■ PLAYERS: One-Two

■ RELEASE DATE: Aug '97

■ PRICE: £39.99

argods' main claim to fame is having been designed by the team responsible for the bloody and legendary

Mortal Kombat series.

Play the game for five minutes though, and it's fairly clear that, for all intents and purposes, Wargods is little more than Mortal Kombat in 3D.

Obviously, if you're the kind of rabid Mortal Kombat fan who believes it to be the best beat 'em

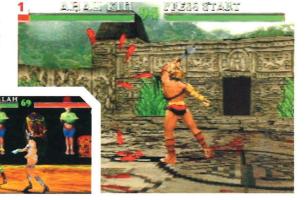
up ever (and we're reliably informed that such people do exist - honestly, they do), then this is going to be rocking good news. You can safely run off to the shops immediately and buy yourself a copy of Wargods. We're sure you'll be very happy.

For the rest of you, please avoid this dross like we avoid clichés (ie. like the plague).

Imagine the very first Mortal Kombat game in glorious 3D. Can you picture it? Now go wash vour hands.

VERDICT 1/10

(1) No, it's not as bad as it looks. It's far, far worse than that. (2) 'Sexy' Vallah shows why she really should cover up.



## X Men: Children Of The Atom

■ PLAYERS: One-Two April '98 ■ RELEASE DATE: ■ PRICE: £39.99

f you've ever played one of Capcom's Street Fighter games, you'll have a fairly good idea of what to expect from X-Men: Children Of The Atom. Ten characters - six of the most popular X-Men and four of their most common foes plus an obligatory secret character - yes, you've guessed it, yet another version of

Akuma from Street Fighter. Basically, this is a 2.5D step up from Street Fighter Alpha with slightly less lovable characters. With Tekken 2 and Soul Blade available for a Platinum £20, X-Men: Children Of The Atom is only really worth considering if either you're a massive fan of the X-Men comics, or are a dedicated Capcom addict.

If you're neither, then sadly, there's not really anything groundbreaking here. It's all a bit of a shame really.

Proficient conversion of a playable arcade game that's showing its age.

VERDICT 6/10





(1) Wolverine at his usual angry be(a)st. Sorry. (2) Fight for global domination. (3) Storm moves in for the kill but can expect stiff opposition here. (4) Wolverine rubs it in, the animal.



## X Men Vs Street Fighter EX



■ PLAYERS: One-Two

■ RELEASE DATE: Sept '98

■ PRICE: £44.99

Y

et again Ryu and Ken of Street Fighter fame have decided to slip on their jim-jams and wander off to have a fight. This time

it's the battle of the burgeoning licences – as explained so succinctly in the imaginative title.

It doesn't take a rocket scientist to work out what this game is about. The simple problem is that it arrived on the scene just a couple of years too late.

X Men Vs Street Fighter EX is

okay, but the superior *Tekken 3* (as it does with every game) kicks its cartoony head clean off in a blisteringly quick and fluid display of fighting finesse.

It does exactly what it says on the box. Don't nod off now.

#### VERDICT 6/10







## **Zero Divide**



(1-3) Many of Zero
Divide's faults can be
put down to its age,
but is that any excuse?
Not as far as we're
concerned, it isn't.

■ PLAYERS:	One-Two	
■ RELEASE DATE:	Oct '96	
■ PRICE:	£34.99	

ero Divide attempts to bridge the gap between 2D and 3D fighters, combining the 3D arenas of the Tekkens with the clever moves and combos of the best 2D fighting games.

This was a bit of a sleeper hit with hardcore fight fans a couple of years ago, but is now, sadly, showing its age rather badly.

Zero Divide is a tad sluggish – a factor aggravated by the slipshod PAL conversion. And while it's an

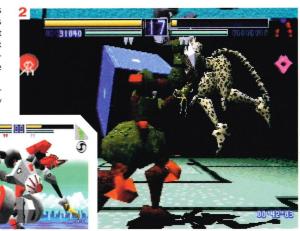
extremely attractive game, it's arguable that the graphics get in the way of the all-important action, offering overly-complex characters while lacking the jaw-slackening animation that we've come to expect.

All-in-all then, it's a nice, detailpacked attempt but what exactly

is the punchline? Not recommended.

A fairly solid beat 'em up that lacks instant appeal, but eventually rewards perverse perseverance.

VERDICT 5/10



## **Zero Divide 2**

■ PLAYERS: One-Two

■ RELEASE DATE: Oct '98

■ PRICE: £34.99

ero Divide 2's primary gimmick, like its predecessor, is the fact that hits can, and do, visually damage

fighters. Should you punch, say, Zero's leg often enough, pieces begin to fall off. Come the end of a battle, both participants genuinely look as if they've been fighting. This cosmetic touch typifies *Zero Divide 2*: it looks fine, but lacks substance.

With a jarring, synthesised pop soundtrack and a barely comprehensible, hilariously overserious intro sequence that merely adds to its woes, *Divide* is an eminently forgettable release. It's by no means a terrible game, but its almost witless and almost appropriately mechanical take on genre mainstays leaves us hankering for the genius of *Tekken*.

An instantly forgettable, legend-in-its-own-mind kind of a game. Nice presentation, true, but where's the spark? There isn't one.

VERDICT 5/10





(1) Visible damage is a nice idea, but it wasn't enough to carry Zero Divide and it's not enough to rescue Zero Divide 2. So there. (2-4) And who really cares about robots fighting anyway?



## OP SECRET

# Station<sub>®</sub>

PSM HAS GOT TOGETHER WITH THE OFFICIAL POWERLINE SERVICE TO BRING YOU THE LATEST CHEATS STRAIGHT FROM THE ELECTRICAL BRAIN AT SONY.

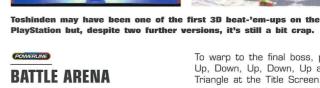
The official PlayStation Powerline is a unique service that provides players with a wealth of immediate gaming advice available at the touch of a button. The Powerline receives, on average, 10,000 calls every week and currently dishes out tips on over 300 games. A number which is ever-swelling due to the regular addition of the very latest tips for the very latest releases.

We'll be featuring the latest additions to the Powerline each month along with classic cheats and readers requests (so write to Top Secret at the usual address).

Can't see the cheat you want the number below and, once connected, press O to go to the game menu. Now just key in the every game disc. If there are any tips and cheats for that game you'll hear them, so have a pen

Alternatively, phone the Powerline and wait to hear the current range of other options including the latest release schedule. Just press the button required. What could be easier?

here? Give the line a try. Just call five figure code printed top left on and paper ready.



#### PLAY AS GAIA

**TOSHINDEN** 

As the Title Screen options flash by, press Down, Down-Left, Left, Square. You should hear the word 'Fight'. At the Player Select Screen, highlight Eiji, hold Up and press any attack button.

#### PLAY AS SHO

First put in the Gaia code and let the game go to the demo. Press START on Controller Two to go back to the Title Screen and, as the words come in, hit Left-Right, Light-Right, Left, Square (on the directional pad).

You should hear "fight" and the text will turn blue. Then go to the Player Select Screen and then to Kayin, push Down and Square.

#### POWERLINE

#### **BATTLE ARENA TOSHINDEN 2**

WARP TO FINAL BOSS

To warp to the final boss, press Up, Down, Up, Down, Up and Triangle at the Title Screen.

#### POWERLINE

OWERLINE

WEAKER THAN A KALIBER SHANDY? LIKELY TO FIND MORE MEAT

ON A BUTCHER'S APRON THAN YOUR SCRAWNY FRAME? WORRY

NOT. MEEK SOUL, FOR THERE'S TIPS AND CHEATS FOR EVEN YOU.

#### **BATTLE ARENA TOSHINDEN 3**

#### RANDOM CHARACTER SELECT

At the Character Select Screen, hold L1, L2, R2 and R1 to choose a fighter at random.

#### POWERLINE

#### BIO F.R.E.A.K.S

#### **FIRST-PERSON VIEW**

While fighting hold L2, R2 and then press the direction opposite to the one your player is facing. To turn it off hold L2 and R2 and then press Down.

#### POWERLINE

#### **BLOODY ROAR**

#### SMALL CHARACTERS

While on the Character Select Screen, hold R2 and choose a character with the Circle button.

#### POWERLINE PRESS O FOR THE PRESS # FOR THE **GAME MENU POWER MENU ENTER THE 5 DIGIT CODE ACCESS THE LOCATED ON YOUR GAME DISC SOFTWARE RELEASE** FOR INSTANT GAME HELP INFORMATION SECTION

#### Call the official Powerline on (0881) 505 505\*

For Republic of Ireland call PowerLine on (1550) 131415\*\*

\*Touch Tone activated service. Calls charged at 41 pence per minute daytime, 28 pence per minute other times. (Correct at March 1998). Max call cost £2.99. Please seek permission from the bill payer before calling. Service provided by Telecom Potential, PO Box 66, BS21 7QX. \*\* Calls cost per minute: 44 pence off peak, 58 pence peak rate (correct at time of print).

## OP SECRE



**BUSHIDO BLADE 2** 

#### **GUN TOTING CHARACTERS**

To obtain the gun toting fighters in Bushido Blade 2, all you have to do is beat Slash Mode in under 15 minutes. You get a different character depending on which house you decide to beat it with. For one you receive Katze and, for the other, you receive the machine gun girl. Sadly, though, you can only play as them on the Vs. and Link Modes.

#### POWERLINE

#### **CARDINAL SYN**

#### **HIDDEN CHARACTERS**

Enter these codes at the Title Screen when 'Press Start' appears.

KRON: Up, Down, Up, Down, Triangle, Left, Right, Left, Right, Circle, R1, R2

BIMORPHIA: Right, Right, Right, Down, Square

JUNI: Up, Left, Left, Up, Square

KHAN: Up, Up, Down, Down, Triangle

MOLOCH: Up, Right, Down, Left, Square

MONGWAN: Down, Down, Down,

Up, Triangle

REDEMPTER: Up, Down, Left, Right, Circle

STYGIAN: Left, Right, Left, Right, Triangle

VODU: Left, Left, Left, Up, Circle

#### POWERLINE

#### CRITICOM

#### **PASSWORDS**

Name	Level 2	Level 3
Dayton	SIER	ETER
Delara	PHAN	KING
Demonica	GONE	WORL
Exene	SPHE	WIN
Gorm	CHAM	MARV
Sid	ODTH	BATM
Sonork	PLAY	CHRO
Yenii	SPID	STAR

#### POWERLINE

#### DARKSTALKERS

#### **PLAY AS SHADOW**

Go to the random select box, and press Select five times. Press any button to confirm.

#### **PLAY AS MARIONETTE**

Go to the random select box and press Select seven times. Now press any button to confirm.

#### **PLAY AS OBORO**

Go to Bishamon and hold Select. Now press any button.

#### **PLAY AS IMAGE GALLON**

Go to J. Talbain, hold Select and press all three punches or kicks.

#### POWERLINE

#### **DEAD OR ALIVE**

#### **PLAY AS RAIDOU**

To play the game as Raidou (the last, biggest boss), beat the game using the default settings with each of the characters.

#### PLAY AS AYANE

To enable Ayane, obtain every costume in the game. 14 for each female, five for each male, and three alone for Raidou.

#### POWERLINE

#### DYNASTY WARRIORS

#### PLAY AS SUN SHANG XIANG

To play as Sun, go to the Title Screen, Highlight '1P battle' and then press Left, Left, Up, Down, Triangle, Square, L1 and R1. Then go to the Character Select Screen to select the new character.

#### FIGHTING FORCE

#### **LEVEL SELECT AND** INVINCIBILITY

At the Main Menu Screen, hold Left, Square, L1 and R2 until 'Cheat Mode' appears at the bottom of your screen. Quickly choose 'Options' and you can enable invincibility or start on any of the levels.

#### POWERLINE

#### **K1 ARENA FIGHTERS**

BOSS CODE



(From left to right) Bushido Blade, the first beat-'em-up to feature free-roaming gameplay as well as extremely violent action. Dead or Alive, a minor hit - if only for the dubious inclusion of wobbling breasts. *Darkstalkers*, more classic Capcom 2D action.

#### **BUSHIDO BLADE - MK TRILOGY**







The brave move from the *Mortal Kombat* team to break into the bloated world of 3D beat-'em-ups failed with quite disastrous results... that runt in this particular litter was the fourth one (shown bottom left).

Choose 'Team Battle' from the Main Menu Screen and, when the Character Select Screen appears, press Up, Up, Down, Down, Left, Right, Left, Right, START. Master Ishii will appear to the right of the other fighters.

#### POWERLINE

#### KILLING ZONE

#### PLAY AS THE BOSS

On the Main Menu, hold L1, R2, Circle and START for five seconds and then start a one-player game and choose any fighter.

#### POWERLINE

#### KING OF FIGHTERS '95

#### **PLAY AS BOSSES**

To play as the bosses, choose Team Play and pick 'YES' when asked if you want to edit the team. Hold START and press Up and Circle, Right and Square, Left and X, Down and Triangle. If you do this correctly, the bosses appear.

#### POWERLINE

#### KING OF FIGHTERS '96

#### PLAY AS GOENITZ AND CHIZURU

At the Character Select Screen, hold START, press Up and Circle, Right and Square, Left and X, Down and Triangle. Also, if you're playing as Kyo, Iori and Chizuru, you'll see a hidden ending!

#### POWERLINE

KING OF FIGHTERS '97

#### **OROCHI NEW FACES TEAM**

To play as Orochi New Faces team, press Circle and R1 simultaneously. The screen should reset and then reappear with five more characters now available.

#### POWERLINE

#### **MARVEL SUPER HEROES**

#### PLAY AS DR. DOOM

To play as Dr. Doom, do the following:

- 1. Beat the game on any difficulty level you choose.
- 2. Select Arcade Mode.
- Make sure the cursor is on Spiderman (Captain America for Player 2).
- Now tap Down, then hold Down. Now press and hold Light Kick, Medium Kick, and then Heavy Kick in that order, while keeping the previous ones held.
- Now Dr. Doom, in his Doom-like splendour is yours to play with.

#### POWERLINE

#### **MORTAL KOMBAT 3**

#### **OPTIONS SCREEN**

When a 'story' screen appears, press X, L1, L2. Press START to go to the Kombat Kube screen and then press Up to reveal a question mark. Select this for some very special options.

#### MORE OPTIONS

At the Trademark Screen, press Square, X, Circle, Triangle, R1, R1, R2. R2, R1, R1. You should hear Shao Kahn say, "You will never win." Press Up when the screen with the spinning MK3 logo on the cube that says: 'Kombat' is onscreen. A question mark appears. Use this option for a plethora of cheats, including playing as the masterful Smoke and unlimited credits.

#### POWERLINE

#### MORTAL KOMBAT

#### CHEAT MENU

- 1. Start a twoplayer game.
- 2. At the Kombat Kode Screen enter the code 302 213.
- 3. After the match starts, quit the game and go back to the option screen.
- Highlight 'Versus screen enabled' & hold Run & Block for 10 seconds. You will hear a laugh halfway through and then the cheat menu will appear.

#### POWERLINE

#### MORTAL KOMBAT TRILOGY

#### MENU

At the Options Screen hold L1, L2, R1, R2 and Up until the screen starts to shake. Then go to the green question mark and it will give you a whole new list of cheat-related options to choose from.



## TOP SECRET

POWERLINE

#### **PERFECT WEAPON**

#### FINAL LEVEL CODE

Square, Triangle, Circle, X, Square, Triangle, Circle, X.

POWERLINE

#### **POCKET FIGHTER**

BONUS CHARACTERS
At the Player Select
Screen go to Ryu and
press Left to
discover Akuma.
Now go to Ken

and press right to find Dan.

#### RESTART FIGHT

At the end of a fight hold L1, L2, R1, R2, Select and START. The match will restart without any dull loading time.

POWERLINE

#### **PRIMAL RAGE**

#### **BOWLING**

This trick needs two players:

- 1. Both players must choose Armadon on any stage.
- 2. Each player must execute three Spinning Death moves at the same time (Forward, Down/Forward, Down, Square and Circle)
  3. If you did it right, you can play two frames of bowling down worshippers!

POWERUNE

## RISE OF THE ROBOT 2

To play as these hidden characters, enter the following codes at the Character Select Screen.

**ANIL 8:** Up, Right, Down, Right, Right, Up, Left, Up

ASSAULT: Right, Up, Up, Right, Down, Right, Up, Up

> MAYHEM: Left, Right, Down, Left, Up, Left, Down, Left, Down

**SUPERVISOR:** Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up

**VITRIOL:** Left, Left, Left, Up, Up, Down, Left, Left, Down, Down

POWERUNE

#### **RIVAL SCHOOLS**

#### HIDDEN CHARACTERS

Hinata in her T-shirt and underwear – Beat the game with Hinata, Batsu and Kyosuke.

#### TIFFANY IN HER SCHOOL UNIFORM

Beat the game with Tiffany, Roy and Boman.













Rise of the Robots 2 (top left) did very little to repair the damage left by the first game, whilst Pocket Fighter (below it) gave one last flogging to the dying horse that is the Street Fighter series.

# Official UK PlayStation Beat 'Em Up Special

#### PERFECT WEAPON - SF ALPHA









Whilst the idea of a *Star Wars* beat-'em-up may seem like the best idea in the history of mankind, the result *Masters of Teras Kasi* (middle, right) was far from the game it could have been.

#### **NATSU IN A DRESS UNIFORM**

Beat the game with Natsu, Shoma, and Roberto.

#### KYOKO IN A NIGHTSHIRT AND BOXERS

Beat the game with Kyoko and Hideo. After this is done, put the Short Cut Mode on and they will be on the bottom row.

#### POWERLINE

#### ROBOPIT

#### LEVEL SELECT

At the Main Menu hold L1, L2, R1, R2 and then press Select. Press Left or Right to change the level number.

#### POWERLINE

#### SAMURAI SHODOWN III

#### **PLAY AS ZANKURO**

Choose Vs.. Mode and go to the Character Select Screen. Hold down the START button and highlight the following characters in order: If you're player one, you should already be on Haohmaru, and then go to Ganjuro, Basara, Kyoshiro, Ukyo, Rimruru, Haohmaru, Shizmaru, Nakoruru, Hanzo, Amakusa, Gaira, Galford and then Shizmaru. Keep holding START and then press X and Circle at the same time. If done correctly, Zankuro will now appear as a selectable character.

#### POWERUNE

#### **SOUL BLADE**

#### EIGHTH WEAPON

After defeating Cervantes/Soul Edge, your character's eighth weapon will appear in one of the stages that can be reached directly from Spain. If you lose the battle where the Ultimate Weapon was, your character will perform his/her 'loss by time-up' animation on the map screen. If this happens, the weapon will have moved to one of the stages adjacent to the one you are on – note that it will never move to Spain. If you lose it completely, simply defeat Soul Edge again and restart the hunt.

#### POWERLINE

#### STAR GLADIATOR

#### **PLAY AS BILSTEIN**

Enter Arcade Mode and then hold Select, highlight Gore and press X, Circle, X, Circle, Square, Square, Square, Triangle, Triangle, Triangle, X and Circle, then, finally, release the Select button



#### PLAY AS BLOOD

Enter Arcade Mode, then hold Select, highlight Bilstein, and press X, Square, X, Square, X, Square. Now highlight Kappa and press Circle, Triangle, Circle, Triangle, Circle, Triangle, hold L1 and R1 and release Select.

#### PLAY AS KAPPAH

Enter Arcade Mode, then highlight Gore and hold Select. Now go to Hayato and press Circle, Square, Triangle, Square, X, Square, Triangle, Square, Circle, Square, press X and Triangle and, finally, release Select.

#### POWERLINE

#### STAR WARS: MASTERS OF TERAS KÄSI

#### TINY MODE

When choosing your fighter, hold Down, X, Select and R2 when the game is loading. Continue holding these until the match starts and the fighters appear in miniature.

#### POWERLINE

#### STREET FIGHTER ALPHA

#### PLAY AS AKUMA

Go to the random box and hold L2. Press Left, Left, Left, Down, Down, Down. Then press Square and Triangle or Circle and X.



Sakura and press START once so

evil Sakura can be selectable.

At the Character Select Screen,

press Up, R1, Down, L2, Right,

Akuma again. Hold Select and

press any button.

### SF ALPHA 2 – VS











Sega's *Virtua Fighter* and, as

Final Fantasy folk.

answers go, it's a bit of a belter.

Tobal from Square (above) was an inventive branch out from the



L1, Left, R2. Select Guile to play as Akuma.

POWERLINE

#### **TEKKEN**

#### **DEVIL KAZUYA**

To get the Devil, well, a very blue looking Kazuya, beat all the *Galaxian* ships without getting a double ship. You will then see Devil Kazuya on the Character Select Screen.

POWERLINE

#### **TEKKEN 2**

#### WIREFRAME MODE I

After you've unlocked all the hidden characters, hold L1 and L2 when selecting your character. Your character will be transformed into a wireframe model.



Highlight the Practice Mode, and then hold R1 and R2 on the second controller. Go into Practice while still holding these buttons and, when you start, you'll be looking through your wireframe opponent at yourself!

POWERLINE

#### TEKKEN 3

#### COMBO RECORDING

Go to Practice Mode and choose Freestyle. At the Freestyle options screen, press L1, L2, R1, R2 and Circle. This opens up the infamous recording mode.

POWERLINE

#### TOBAL NO. 1

#### **CHANGE CAMERA VIEW**

To change the camera view, press L2 and R2 after you pick your characters and while the game is still loading.

#### CHANGE COSTUME

For alternate outfits, hold Up while selecting your character.

#### SUICIDE HOM

To make Hom kill himself, hold L1, R1 and Down. He should reach behind his back and simply turn himself off.

POWERLINE

#### TOBAL 2

#### GIANT AND SHRUNKEN MODE

This code works in the Vs.. CPU or Vs.. Player modes only. At the Character Select Screen, press and hold R2, L2 and Triangle then





Tekken 3... say no more.

select your character. Continue to hold these buttons until Round 1 appears. While playing, you can use the R2 and L2 buttons to enlarge or shrink your character!

POWERLINE

#### VS.

Here are the character's best moves:

MIA: Elbow Lunge - Back, Forward and Punch

**VIKRAM:** Spine Smasher Grapple – Punch and Escape

**OLEG:** Catapult Throw – Back and Punch and Escape

**SLIM DADDY:** Snap Kick/Dash Punch Combo – Forward and Kick, Punch

**KENNY:** Armlock Takedown Counter - Back and Punch and Kick

**CALUTSUNAM:** Back, Forward and Punch and Kick

MINEO: Knee Buster Kick Counter - Down and Punch and Kick

**KARA:** Face Smash Takedown – (to opponents back) Punch and Escape

**HAROLD:** Shoulder Charge – Back, Forward and Punch and Kick

**KATHLEEN:** Horse Kick - Down and Kick, Down and Kick

**LEATH:** One-Two Revolution Punch – Back and Punch, Back and Punch (hold)

## OP SECRET \_ WAR GODS - ZERO DIVIDE 2





O'DOUL: Laugh Attack - Back, Forward and Punch and Kick

RAMOS: Power Uppercut - Down-Forward and Punch and Kick

JALIL: Axe Kick with Body Kick -Forward, Forward and Kick, Kick

THANA: Axe Kick/Lunging Axe Kick - Forward, Forward and Kick, Kick

PACO: Football Shoulder Charge -Back and Punch and Kick

#### POWERLINE

#### **WAR GODS**

#### **CHEAT CODES**

Enter these codes using the Cheat Code entry on the options screen. To disable a code, enter the number from the DISABLE column.

CODE	ENABLE	
Free Play	0705	5070
Player 1 Invincible	2358	8532
Player 2 Invincible	1224	4221
Player 1 Extra Damage	7879	9787
Player 2 Extra Damage	3961	1693
Quick Finish	4258	8524
Easy Fatality	0322	2230 *
Play As Grox	6969	9696
	(1-player	only)
Play As Exor	2791	1972
	(1-player	only)
Level 1 Select	5550	5556
Level 2 Select	5551	5556
Level 3 Select	5552	5556
Level 4 Select	5553	5556
Level 5 Select	5554	5556
Level 6 Select	5555	5556
Level 7 Select	5557	5556

\* Press HP and LK together to trigger the fatality.







War Gods (far left), large muscled lumps appear in bad Mortal Kombat clone. Zero Divide (about and right) fair and certainly better than Rise 2.

#### X-MEN: CHILDREN OF THE ATOM

#### **PLAY AS AKUMA**

At the Character Select Screen. place the cursor on Spiral, then hold it there for three seconds. Then put your cursor on these characters in the following order: Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, and Silver Samurai. Now wait for three seconds and press Light Kick, Hard Kick and Hard Punch together. The announcer will say "Silver Samurai", but Akuma will drop down instead.

#### POWERLINE

X-MEN VS. STREET **FIGHTER** 

#### **PLAY AS AKUMA**

At the Character Selection Screen, put the cursor on either Magneto, Juggernaut, Dhalsim or M.Bison then press Up and Akuma will appear.

#### **PLAY AS APOCALYPSE**

First you must beat the game in the hardest mode. Now in Vs.. Mode, put the cursor on Akuma and hold Select for 5 seconds and then press any punch button.





#### **YUSHA**

#### PLAY AS KURARA:

Go to Arcade Mode and highlight Nanase. Press Select, Up, Down, Down, Circle and L2, START - the screen will flash briefly. Now you can select Kurara by highlighting Nanase. Use the START button to scroll through the different costumes and the different Kurara.

#### POWERLINE

#### **ZERO DIVIDE**

#### **BONUS GAME**

To play three levels of the classic shooter Phalanx hold Select and START on Controller Two while turning on the PlayStation. Use Controller Two to play.

#### POWERLINE

#### **ZERO DIVIDE 2**

#### FIGHT AS NECO AND MODOKI

Complete the game using Nox and Eve.

#### **VIEW NECO'S DEMO**

Successfully complete the game with any character, then hold Select and START to restart.

#### **ALTERNATE CHARACTER** COLOUR

Hold Select on Controller Two and press X, Circle, Square, Triangle, Circle, L2, R1, or R2 at the Character Selection Screen.





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## GUIZ: SECONDS

FANCY YOURSELF IN A BIT OF FULL-ON RUMBLE ACTION OR WOULD YOU RATHER TURN IN EARLY WITH

OUT...

Now you've immersed yourself in all things bruised and bloody, it's time to check out your true fighting credentials. So we've brought together a right royal cack-full of fighting teasers to test your knowledge. And just to make it *un poco* more *interessant* The Final Round comes with a prize (if you get it right and are pulled out of a hat... or at least your answers are pulled out of a hat... the answers you send in that is... if you send them in... it's not a hat really... it's a box), so the answers to that section will not be included at the end, otherwise you'd all qualify for the prize. Which would fill our box up. Leading us to need another box. And before you know it we'd be boxed in - by boxes.

As a dressing room limber up type arrangement of a section why don't we start with ten non-game ("oh, the humanity!") scrap-related teasers?

#### **ROUND ONE. Good clean fight**

- 1 Who did Muhamad Ali beat in his notorious Rumble In The Jungle fight?
- 2 In *Bugsy Malone* what was the name of the boxing trainer who was asked to "give the kid a chance"?
- (3) Which children's TV show did Brian Jacks, the semi-famous 80s Judo champion, present?
- Which Bruce Lee films ending takes place in a room full of mirrors?
- 6 What was Big Daddy's real name?
- **1** Who sang Everybody Was Kung Fu Fighting?
- 10 In Gladiators, is Wolf a real wolf?
- 3 Which boxer is Rocky's opponent in Rocky, Rocky II and the last few seconds of Rocky III?
- (1) Which martial arts expert had a small part in *The Cannonball Run*?
- What hard man starred alongside Kevin Keegan in 70s Brut commercials?

#### ROUND TWO. You Tekken to me?

Let's get down to the nitty gritty. No PlayStation beat 'em up fan can claim to know anything even vaguely rumble related if he can't answer at least six of the next 10. Yes it's the all important Tekken round.

- 1 What is Ling Xiaoyu obsessed with?
- 2 Who is the chairman of Namco?
- 3 Name the two characters who have survived *Tekkens 1, 2 & 3.*
- 4 Who is the only *Tekken 3* character to have no nationality?
- 6 What's Julia Chang's occupation?
- 6 What is Eddy Gordo's blood type?

Whilst in prison, who learnt a mysterious martial art called Capoeira?

(i) Which of the three *Tekken*'s boasts exactly 23 fighters?

When was the Tekken 2 arcade machine first unveiled to the world (month and year please)?

10 Name the *Tekken* series' character: I Nails Lawmen (anagram).

#### ROUND THREE. Below the belt

Ladies and gentlemen, please comb your hair as we present 10 teasing testers that have baffled man since the dawn of time. The subject? Beat 'em ups through the ages...

1 What is E. Honda's christian name?

2 What was *Soul Blade* called in lapan?

3 What on Earth are we talking about: A series of moves that link together, like a combo, but without the added bonus of them being unblockable. Although they can be quite useful when you're starting to learn the game, they're almost useless against an experienced player as they'll easily spot them coming and block all the best ones.

(1) Which of these Star Wars characters does not appear in Star Wars: Masters Of Teras Kasi: Chewbacca, Darth Vader, Boba Fett, R2 D2 or Princess (wouldn't we all like to) Leia?

(5) Which Capcom beat 'em up finally made its three dimensional debut in the UK in November 1997?

6 What is the absolute worst bloody beat 'em up ever created for PlayStationby a million miles?

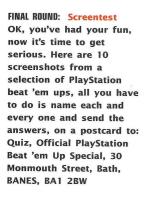
**10** Which PlayStation beat 'em up boasts the bounciest breasts ever seen in a

fighting game?

Why is Siegfried out of Soul Blade as mad as a tree?

① In Bloody Roar which character turns into a rather odd rabbit?
① Dead or

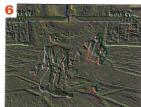
























#### THE VERDICT: SCORES ON THE DOORS

Gumph! You're clearly reading the wrong magazine aren't you? You need a good cake decorating mag - if you were a fighter, you'd be John Inman. On a hunger strike. And suffering from relentless squits.

#### 10-25

Pretty lame. You are the equivalent of that confused small boy/grown woman 'thing' out of the Krankies pitted against Grizzly Adams' pet bear in a fight to the death. Yes, you are a no hoper.

#### 25-30

"You're a big man, but you're out of shape. For us it's a full time job - now sit down and behave yourself." A reasonable effort, but you're sadly a little ring-rusty. You need to put more hours in on a regular basis.

Getting strong now! A couple more points and you'll be running through Philidelphia meat markets at five in the morning. You are prone to shouting "Adriaaaan!" in a backwards-kid-type voice!

#### 35+

You are the king of sting. The master of disaster. The dame of pain. The prince of wince. The (er, something that rhymes) of catastrophy. You're Grant and Phil Mitchel blended in one cruel cocktail. You're hard!

#### **ANSWERS**

4 R2 D2 5 Street Fighter EX Alpha 6 Killing Zone Dead Or Alive! (1) Because he killed his own

Dad!

Alice **10** Dead Eddy Cordo Tekken 2

4 August 1995 M Anna Williams

ROUND THREE

Edmund 2 Soul Edge 10-string Menry Cooper

#### ROUND TWO

1 Theme Park Masaya Nakamura 3 Nina Williams & Heihachi

> Yoshimitsu 6 Archaeologist

a 📵

#### ROUND ONE

George Foreman 2 Joe Superstars Enter The Dragon 6 Shirley Crabtree

Carl Douglas оИ 🚺

O Appollo Creed g Jackie Chan

## 15:37

CELEBS QUIZZED, DEVELOPERS GRILLED, GAMES EXPLAINED, QUE



He has a royal title, he is treated like a deity in Yemen and has a hand that smites all that come into contact with it... so it's little wonder that Prince Naseem Hammed, a boxer forged from (uh, yep) Sheffield Steel is the hottest property on the PlayStation when it comes to boxing licences, 31 fights, 31 wins, 29 knockouts and 1 videogame. Prince Naseem, we have some questions:

Aside from yourself, who do you think is the greatest boxer to have graced the canvas? MUNAMIMAD ALL IS A LIVING LEGEND, THE IMPACT HE HAD ON BOXING, SPORT AND PEOPLE ALL AROUND THE WORLD IS UNRELIEVABLE WHEN I WAS A KID HE INSPIRED ME AND HE CONTINUES TO INSPIRE ME TOOKY.

If you could fight against anyone who would it be? THERE ARE A LOT OF GREAT FIGHTERS THAT I STILL WANT TO TAKE ON INCLUDING JOHNNY TARA, FLOYD MAY WEATHER, MARCO ANTONIO BARRENA, LUISITO ESPIONSA - I'LL FIGHT THE BEST,

ALL MY FIGHTS HAVE BEEN GREAT, I CAN'T SINGLE OUT ONE AS BEINE Which was your best fight? GREATER THAN ALL THE OTHERS. THEY HAVE ALL HAD A SIGNIFICANT IMPACT

ON MY LIFE AND CAREER, EACH IN THEIR OWN WAY.

Do you think you get enough respect from the Americans yet, or is it going to take a few more fights? | AM GANING RESTECT AND THIS IS GROWING EACH TIME I FIGHT IN AMEXICA. I HAVE A LOT MOKE TO PROVE TO THE AMEXICAN PUBLIC AND I WILL KEEP ON WINNING FOR ENGLAND AND THE

Which PlayStation games do you like to play when you're not training FOR a fight? I'VE BEEN INTO MY PLAYSTATION FOR A CONFLE OF YEARS AND SINCE NORKING WITH CODEMASTERS FOR PRINCE NASSEM BOXING, THEY'VE BEEN KEEPINGE NOW ITH CODEMASTERS FOR PRINCE NASSEM BOXING, THEY'VE BEEN KEEPINGE AKAB WORLD . NORNING WITH LODEMASTERS FOR TRINGS PROCESS BOXING, THEY VE BEEN RED INC.

ME SUPPLIED WITH THEIR BEST SELLERS LIKE TOCA 2 AND COLIN MICRAE, WHICH

ARE GREAT FOR FAST ACTION, I'VE BEEN GIVEN A GAMESTER STEERING WHEEL

TO PLAY MY RACING CAMES WITH SO I'VE GOT THE BEST SET UP ALL ROUND.

HOW much input have you had on the codemasters game?

YEAH, I'VE BEEN INVOLVED WITH THE STYLE AND MAKING SURETHE LOOK AND FEEL, ESPECIALLY OF MY CHARACTER, IS SPOT ON . IT'S CRUCIAL THAT I KEEP INVOLVED AND I'M REALLY PLEASED THAT CODEMASTERS IS MAKING CHANGES TO THE GAME BASED ON MY IDEAS, I DON'T HAVE TO WORKY ABOUT THE FINISHED QUALITY OF THE GAME - IT'S GOING TO BE EXCELLENT. YOU'VE ONLY GOT TO LOOK AT THE OTHER PLANSTATION CAMES CODEMASTERS HAVE DONE WITH FAMOUS SPORTSMEN - COLIN MERAE, JONAH LOMIN, BRIAN LARA-EVERY GAME'S BEEN THE BEST.

What is the most important feature of your fighting that should be in the game? THE SPEED OF THE ACTION, I'M A FAST FIGHTER AND I'VE SEEN OTHER BOXING GAMES AND THEY'RE SLOW. BOXINGS ALL ABOUT SPEED, MOVEMENT AROUND THE RING, GETTING THE PUNCHES IN QUICK AND SHARP, BECAUSE OF THE WAY CODEMASTERS HAS DONE THE ANIMATION FOR MY CHARACTER AND THE OTHER FIGHTERS IN THE EAME, PRINCE NASSEM BOXING IS THE FIRST BOXING GAME I'VE SEEN THAT KEEPS THE SPEED AND ADVENALINE OF A REAL-LIFE FIGHT.

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	MOTO RACER 93% (ANL)
4 PLAYSTATION MEGA CHARITY PACK	MOTO RACER 2
Actua Soccer - Club Edition, Independence Day,	MUSIC - High quality music sampler
Firestorm:Thunderhawk 2 and Overboard32.99	NBA LIVE 98 91%
ACTUA GOLF 2 92%	NEWMAN HAAS RACING 86%
ACTUA GOLF 3	NO FEAR DOWNHILL MOUNTAIN BIKING
ACTUA SOCCER 2 95% (ANL)17.99 ACTUA SOCCER 3 (ANL)23.99	ODDINODI DO: ADE'S ODDIVOEE 04%
ACTUA SOCCER CLUB EDITION7.99	ODDWORLDS: ABE'S ODDYSEE 94% ODDWORLD 2: ABE'S EXODUS 93%
ALIEN TRILOGY 94%	POINT BLANK 92%
APOCALYPSE 90%	POOL SHARK
B-MOVIE	PREMIER MANAGER 98 92%
BATMAN & ROBIN	PREMIER MANAGER 98
DIOEDEANS 32.00	WITH MOUSE & MAT 92%
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BROKEN SWORD 2 82%	R-TYPES
BRUNSWICK BOWLING29.99	RAINBOW SIX RAYMAN 87% RESIDENT EVIL 94% RESIDENT EVIL - DIRECTORS CUT 97%
BUST A MOVE 2 90%	RAYMAN 87%
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CIVILIZATION 2	RESIDENT EVIL - DIRECTORS CUT 97%
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CRASH BANDICOOT 2 94% (ANL)36.99	TEKKEN 2 95%
CROC 000/ (ANL)	TEKKEN 3 96%
CROC 90% (ANL)	TEKKEN 3 WITH DUAL SHOCK
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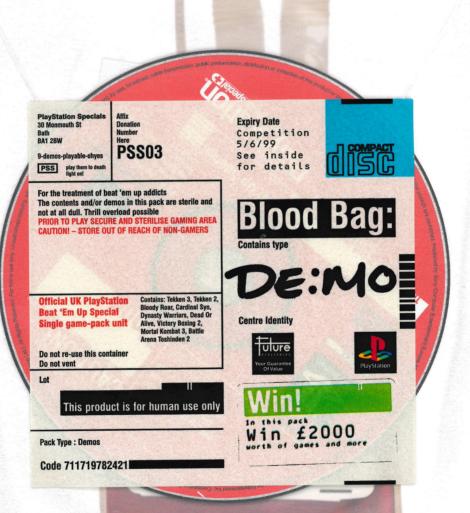
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